

ANALYSIS
OF THE
GAME
OF
CHESS.

BY MR. PHILIDOR.

IMPROVED AND GREATLY ENLARGED,

TO WHICH ARE ADDED,

SEVERAL PARTIES, PLAYED BY THE
AUTHOR BLINDFOLD

AGAINST

THREE ADVERSARIES.

VOL. II.

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ANALYSIS

OF THE

COFFEE

PLANTATION

IN THE

WEST INDIES

AND

AFRICA

BY

C O N T E N T S.

	Page.
<i>First Party of Salvio Gambit</i> - - -	1
<i>Second Party of Salvio Gambit</i> - - -	18
<i>Supplement to the first Gambit in the first</i> <i>Volume</i> - - - - -	25
<i>Supplement to the third Party of the first</i> <i>Volume</i> - - - - -	34
<i>Check-mate with a Rook and a Bishop</i> <i>against a Rook</i> - - - - -	40
<i>Check-mate with a Bishop and a Knight</i> -	56
<i>Several ends of games won or drawn, &c.</i>	91
<i>Rules of the game</i> - - - - -	127

ABBREVIATIONS.

K. ————— King.

Q. ————— Queen.

R. ————— Rook.

Kt. ————— Knight.

B. ————— Bishop.

P. ————— Pawn.

ANALYSIS, &c.

FIRST PARTY

Of the SALVIO Gambits,

With three back games.

1.

Wh. The K. P. two moves.

Bl. The same.

2.

Wh. The K. B. P. two moves.

Bl. The K. P. takes the P.

3.

Wh. The K. Kt. at the third square of his B.

Bl. The K. Kt. P. two moves.

VOL. II.

B

(2)

4.

Wh. The K. B. at the fourth square of his
Q. B.

Bl. The K. Kt. P. one move.

5.

Wh. The K. Kt. at the adverse K. fourth square.

Bl. The Q. gives check.

6.

Wh. The K. at its B. own square.

Bl. The K. Kt. at his B. third square. (a)

N O T E.

(a) Doctor Salvio, in his Treatise, printed at Naples, in the year 1723, lays down this defence of the Gambit, but without examining thoroughly any combination; the great number of moves which arise and succeed one another at every instant in this party, may very possibly have prevented him from analyzing and calculating this matter.

7.

Wh. The Q. at her K. own square. (b) ♖*Bl.* The Q. takes the Q. (c) ♜

8.

Wh. The K. retakes the Q.*Bl.* The K. Kt. takes the K. P. (d) ♞

N O T E S.

(b) This move may be played many different ways ; two only are however eligible : the first, to take the pawn with the Bishop, and give check ; the other, to play the Queen's pawn two moves—a subject of two back games.

(c) If, instead of taking your Queen, he had pushed his King's Knight's pawn, you must have taken his King's Bishop's pawn, giving check, and then have played your Knight to your King's Bishop's third square.

(d) Had he pushed his Queen's pawn one move, instead of taking your pawn with his Knight, you must have taken his King's Bishop's pawn with your Knight, and sacrificed your two pieces for two pawns and a Rook ; the subject of a back game.

9.

Wh. The K. B. takes the P. and gives check.

Bl. The K. at his second square. (*e*)

10.

Wh. The K. B. at his Q. Kt. third square. (*f*)

Bl. The K. Kt. at the third square of his B.
(*g*)

11.

Wh. The Q. P. two moves.

Bl. The Q. P. one move. (*h*)

N O T E S.

(*e*) If he had moved his King to his Queen's square, it would have been your game, to have drawn back your King's Bishop, in order to give double check with your Knight, or make him lose a turn.

(*f*) In this situation you must win either a pawn, or the change of his King's Rook against your Knight.

(*g*) Had he pushed his Queen's pawn one move, it would have been proper to have attacked his Rook with your Knight, and then to take his Queen's pawn with the same Knight, leaving his Rook exposed to your King's Bishop.

(*h*) It would be bad play to attack his Rook with your Knight, who being without a retreat, would be at length forced and taken.

12.

Wh. The K. Kt. at his Q. third square.

Bl. The K. P. one move. (i)

13.

Wh. The K. Kt. P. takes the P.

Bl. The P. retakes the P.

14.

Wh. The K. at his B. second square.

Bl. The Q. B. at the adverse K. Kt. fourth square.

15.

Wh. The Q. B. at the adverse K. Kt. fourth square.

Bl. The Q. Kt. at his Q. second square.

N O T E.

(i) Being no longer able to sustain this pawn, he pushes it: you must readily take it, because all pawns separated and advanced on your ground must be lost.

Wh. The Q. Kt. at his Q. second square.

Bl. The Q. R. at his K. own square. (*k*)

N O T E.

(*k*) In this position the white have certainly the advantage, their pieces being disposed in a better order; nevertheless, this manner of playing the Gambit is no ways advantageous against a player, to whom a piece is granted, though this party, when played without any odds, is a very good one.

(7)

FIRST BACK GAME,

On the 7th move of the White.

7.

Wh. The K. B. takes the P. and gives check.

Bl. The K. to his second square. (a)

N O T E.

(a) Salvio here directs the removal of the King to his Queen's square; but, after the most exact calculations, I think it would be better to play the King to his second square: that the reader, however, may the better be enabled to judge of the game, I will set forth both ways of playing, adding a variable on the seventh move of the black.

(8)

8.

Wh. The K. B. at his Q. Kt. third square. (*b*)

Bl. The Q. P. one move. (*c*)

9.

Wh. The K. Kt. at his Q. third square. (*d*)

Bl. The K. Kt. at his R. fourth square.

10.

Wh. The Q. at her K. own square.

Bl. The K. Kt. P. one move. (*e*)

11.

Wh. The K. at his Kt. own square. (*f*)

Bl. The K. B. at his Kt. second square. (*g*)

12.

Wh. The Q. B. P. one move.

Bl. The Q. at her K. Kt. fourth square.

13.

Wh. The K. B. at his Q. own square.

Bl. The Q. B. at the adverse K. Kt. fourth square.

14.

Wh. The K. B. takes the Q. B.

Bl. The Q. retakes the B.

N O T E S.

(*b*) You are forced to withdraw this Bishop, in order to avoid the loss of a piece.

(*c*) If he had taken your King's pawn with his Knight, you must have played your Queen to your King's square, to offer an exchange of Queens, which would re-establish your game in a state of defence; but if, instead of pushing this pawn, he had played his Knight to his King's Rook's fourth square, you should have taken his King's Knight's pawn with your Queen, permitting afterwards to give double check: then, by taking his Knight and sacrificing your Rook, your situation would become very advantageous.

(*d*) This is a very bad retreat for your Knight; but if you had attacked his Rook, your piece would have been forced—it is the adverse King, played to his second square on the seventh move, that has thrown you into so perplexing a situation.

(*e*) If he had given double check with his Knight, you would have won a piece by removing your King; and if he had exchanged Queens, you would have put an end to his attack.

(*f*) This move is very requisite, to disengage your King's Rook.

(*g*) If you were to take this pawn with yours, he would instantly give you check-mate.

(10)

15.

Wh. The K. R. P. one move. (*b*)

Bl. The Q. at his K. Kt. third square.

16.

Wh. The Q. at her K. second square. (*i*)

Bl. The Q. Kt. at his Q. second square.

17.

Wh. The K. Kt. at his K. own square. (*k*)

N O T E S.

(*b*) It is better to push this pawn than to take, because he would settle his King's Knight upon your ground.

(*i*) There is no other way of getting out the pieces of your left wing, but by bringing your Knight to his Bishop's third square.

(*k*) In this position, though the black have the advantage, yet the game is not irrecoverably lost, because the white have still some chance of succeeding in placing their pawns in the centre.

SUPPLEMENT

To his first back game.

7.

Wh. The Q. P. two moves.

Bl. The Q. P. one move. (*a*)

8.

Wh. The K. Kt. at his Q. third square.

Bl. The K. P. one move.

9.

Wh. The Q. Kt. at his B. third square.

Bl. The K. P. takes the P. and gives check.

10.

Wh. The K. retakes the P.

Bl. The Q. gives check, &c. &c. (*b*)

N O T E S.

(a) If he had taken your King's pawn, you must have played your Queen to your King's second square.

(b) It is needless to go farther ; you get again into the same moves of the variable of the first back game, with this difference, that you have one pawn less.

SECOND BACK GAME,

On the 7th move of the black.

7.

Wh. The K. B. takes the P. and gives check.

Bl. The K. at his Q. own square. (*a*)

8.

Wh. The Q. P. two moves. (*b*)

Bl. The K. P. one move. (*c*)

9.

Wh. The Q. Kt. at his B. third square. (*d*)

Bl. The Q. P. one move.

10.

Wh. The K. Kt. at his Q. third square.

Bl. The K. P. takes the P.

11.

Wh. The K. retakes the P.

Bl. The Q. gives check.

12.

Wh. The K. at his Kt. own square. (*e*)

Bl. The K. Kt. P. one move.

13.

Wh. The K. Kt. at his B. fourth square. (*f*)

N O T E S.

(a) You are no longer under the necessity of withdrawing your Bishop as in the first back game, so that being placed on this square he may hinder the adverse King's Knight from posting himself at his King's Rook's fourth square; a dangerous move.

(b) Had you withdrawn your King's Bishop to give double check with your Knight, he would have played his Knight to his King's Rook's fourth square, and sacrificed his Rook to win the game.

(c) There were two other ways for him to have played this move; the first, to force your Knight to retreat, by pushing his Queen's pawn upon him; the other, to take your King's pawn with his Knight; in which case you should offer an exchange of Queens, by playing yours to your King's square.

(d) Had you taken his pawn with yours, he would have won the game.

(e) If you had moved the King to his Bishop's second square, the black would have won the game, by giving check with his King's Knight's pawn, and at the next move another check with his King's Knight.

(f) This move forces his Queen to retreat, and gives you time to put your game in a good state of defence. If you could exchange Queens, your condition will be still better, for your pawns not only stand in the centre, but are besides farther advanced than his.

THIRD BACK GAME,

On the 8th move of the black.

8.

Wh. The K. takes the Q.

Bl. The Q. P. one move. (*a*)

9.

Wh. The K. Kt. takes the K. B. P.

Bl. The Q. P. one move.

10.

Wh. The K. B. takes the Q. P. (*b*)

Bl. The K. Kt. takes the K. B.

11.

Wh. The K. Kt. takes the R.

Bl. The K. Kt. at his B. third square. (*c*)

12.

Wh. The Q. P. one move.

Bl. The K. B. at his Kt. second square.

13.

Wh. The Q. B. P. one move. (*d*)

Bl. The K. B. takes the K. Kt. (*e*)

14.

Wh. The Q. B. takes the P.

Bl. The Q. B. P. one move.

15.

Wh. The Kt. at his Q. second square. (*f*)

N O T E S.

(a) If, instead of this, he had played his Queen's Knight to his Bishop's third square, you must have taken his Knight with yours, and sustained your royal pawn, by pushing that of your Queen one move.

(b) It is better to take his pawn, than to let him take your Bishop, because his Knight still remains exposed.

(c) He might with his Knight have attacked your Queen's Bishop's pawn, which you must then have defended with your Queen's Knight.

(d) This move is necessary, because he could have taken your King's pawn by sacrificing his Knight, and afterwards have taken your Queen's Knight's pawn with his Bishop.

(e) He could have sustained the King's or Gambit pawn but for no more than two or three moves.

(f) In this situation, it is better to advance the King under the pawns, than to castle, and then you will have a better game than your adversary.

S E C O N D P A R T Y

Of the SALVIO's Gambit,

*With one back game on the 7th move of the
White.*

1.

Wh. The K. P. two moves.

Bl. The same.

2.

Wh. The K. B. P. two moves.

Bl. The P. takes the P.

3.

Wh. The K. Kt. at his B. third square.

Bl. The K. Kt. P. two moves.

4.

Wh. The K. B. at his Q. B. fourth square.

Bl. The K. Kt. P. one move.

5.

Wh. The K. Kt. at the adverse K. fourth square. (a)

Bl. The Q. gives check.

6.

Wh. The K. at his B. own square.

Bl. The K. Kt. at his B. third square.

7.

Wh. The Q. Kt. at his B. third square. (b) 

Bl. The Q. P. one move. (c)

N O T E S.

(a) You might have castled upon this move, and suffered him to take your Knight; but then you must have retaken his King's pawn with your Queen, which would give you three pieces for attacking his King's Bishop's pawn. All your pieces would easily get out, and before he could bring his out and secure his King, it would be easy for you to regain some advantage.

(b) If you had taken his King's Bishop's pawn with your Knight, he would, by pushing his Queen's pawn two moves, have gained two pieces for his King's Rook. As the same pawn might have been taken by the Bishop, and check given at the same time, it will form the subject of a back game.

(c) Had he brought out his Queen's Knight to the third square of his Bishop, you must have taken his Knight with yours, and then offered Queen for Queen at your King's square,

8.

Wh. The K. Kt. at his Q. third square. (*d*)

Bl. The K. P. one move.

9 .

Wh. The K. Kt. P. one move. (*e*)

Bl. The Q. gives check.

10.

Wh. The K. at his B. second square.

Bl. The Q. gives check.

11.

Wh. The K. to its third square.

Bl. The K. B. gives check to his R. third square.

12.

Wh. The K. Kt. covers the check.

Bl. The Q. B. P. one move. (*f*)

13.

Wh. The Q. at its K. B. own square.

Bl. The Q. takes the Q.

14.

Wh. The K. B. retakes the Q.

Bl. The K. B. at his Kt. second square. (*g*)

N O T E S.

(d) If you had taken your King's Bishop's pawn with your Knight, he would have left his Rook exposed and played his King's Knight to his Rook's fourth square, on purpose to give double check to your King and Rook, which would throw you into a disagreeable situation.

(e) Had you taken this pawn with yours, he would, by retaking with his King's Knight's pawn, have opened the line for his Queen's Bishop, and you would run the hazard of losing your Queen, or of his giving you check mate.

(f) He plays this pawn to prevent his Queen being forced. (See the situation on the 13th move of the second back game of the first Gambit, volume the first, page.) And should he castle, or play any other way, it would be your game to propose Queen for Queen, at your King's Bishop's square.

(g) This move, of withdrawing his Bishop, is of great consequence, for by pushing your King's Rook's pawn two moves, you would have broken all his pawns.

15.

Wh. The K. R. P. one move.

Bl. The K. R. P. two moves.

16.

Wh. The Q. P. two moves. (*b*)

N O T E.

(*b*) In this position your business is for each of you to bring out your pieces; but the White must persist in not taking the King's Knight's pawn with his Rook's pawn, and then, though the Black have the advantage of a pawn, yet the situation of the White is preferable.

B A C K G A M E,

On the 7th move of the White.

7.

Wh. The K. B. takes the P. and gives check.*Bl.* The K. at his second square. (*a*)

8.

Wh. The K. B. at his Q. B. fourth square.*Bl.* The Q. P. one move. (*b*)

N O T E S.

(*a*) If he had withdrawn his King to his Queen's square, you should have pushed your Queen's pawn two steps; by so doing you would gain a settled position, whereas by this move he forces you to withdraw your King's Bishop, for by pushing his Queen's pawn one step he would gain a piece.

(*b*) He had two other ways of playing this move, the one to take your King's pawn with his Knight, then you would play your Queen to your King's second square, letting him give you double check with his Knight; then sacrificing your Rook to take that Knight, you would win the game. The other way would be to play his King's Knight to his Rook's fourth square, in which case you ought to propose an exchange of Queens at your King's square.

9.

Wh. The K. Kt. at his Q. third square.

Bl. The K. Kt. at his R. fourth square.

10.

Wh. The Q. at her K. own square.

Bl. The Q. at her K. B. third square, (c)

11.

Wh. The K. P. one move.

Bl. The Q. P. takes the P.

12.

Wh. The Q. retakes the P. and gives check,

Bl. The Q. takes the Q.

13.

Wh. The K. Kt. retakes the Q. (d)

N O T E S.

(c) Had he given double check with his Knight, you ought to have withdrawn your King to his Knight's square, and then he would lose a piece; and had he taken your Queen, you ought to have retaken with your Knight, to facilitate the bringing out your pieces.

(d) In the present situation the White seem to have the best of the Game.

S U P P L E M E N T

*To the first GAMBIT in the first volume ;
With two back games on the fifth move of the
Black, and the sixth of the White.*

1.

Wh. The K. P. two moves.
Bl. The same.

2.

Wh. The K. B. P. two moves.
Bl. The K. P. takes the P.

3.

Wh. The K. Kt. at his B. third square.
Bl. The K. Kt. P. two moves.

4.

Wh. The K. R. P. two moves.
Bl. The K. Kt. P. one move.

5.

Wh. The K. Kt. at the adverse K. fourth square.
Bl. The K. Kt. at his B. third square. (a)

N O T E.

(a) In the former editions, I directed the Black to push the King's Rook's pawn two moves. This party may be found in the first Gambit's back game. I make two different parties of the two other ways of playing, that were there omitted in the first, directing the Black to play the King's Knight to his Bishop's third square; and in the second, to play the Queen to her King's second square.

6.

Wh. The Q. P. two moves. (b) ♘

Bl. The Q. P. one move.

7.

Wh. The K. Kt. at his Q. third square.

Bl. The K. Kt. takes the K. P.

8.

Wh. The Q. B. takes the P. (c)

Bl. The Q. at her K. second square.

9.

Wh. The Q. at her K. second square. (d)

Bl. The K. B. at his Kt. second square.

N O T E S.

(b) You might have taken his King's Knight's pawn with yours, but your pieces would then have been too much entangled; nevertheless I shall make it the subject of a back game.

(c) At present he has the superiority over you of a pawn: but you must observe, that this pawn which should be foremost, being left behind, will remain useless till it gets forwards to your King's Bishop's fourth square.

(d) Let him have played what piece he would, you should certainly have played the same, unless he had exposed some pieces to be taken.

10.

Wh. The Q. B. P. one move.

Bl. The K. R. P. two moves.

11.

Wh. The K. Kt. P. one move.

Bl. The Q. P. one move.

12.

Wh. The K. B. at his Kt. second square.

Bl. The K. B. P. two moves. (*e*)

13.

Wh. The Q. Kt. at his Q. second square.

Bl. The Q. B. at his K. third square.

14.

Wh. The K. castles with his R. (*f*)

Bl. The Q. Kt. at his B. third square.

N O T E S.

(*e*) He arms his Knight with two pawns, but you must forbear taking that piece, for you would then reunite his pawns in the centre; and in that case, his King's Bishop's pawn, now useless, would get a good post, and ensure him the game.

(*f*) It is better to castle on your right than on your left; because your King will sustain his Knight's pawn, in case your adversary takes your Queen's Bishop.

Wh. The K. to his R. second square.

Bl. The K. castles. (*g*)

N O T E.

(*g*) In this position the two games are nearly even. The White must endeavour to carry all their forces against the adverse King's Bishop's pawn, in order to take it: the black, on the contrary, ought to strive to give away the King's Knight, in order to reunite their pawns in the centre. It is easily seen, by this Gambit, that it is by no means advantageous to push the King's Rook's pawn two steps at the fourth move.

FIRST BACK GAME,

On the 5th move of the Black.

5.

Wh. The K. Kt. at the adverse K. fourth square.

Bl. The Q. at her K. second square.

6.

Wh. The Q. P. two moves. (a)

Bl. The Q. P. one move.

7.

Wh. The K. Kt. takes the K. Kt. P.

Bl. The Q. takes the K. P. and gives check.

N O T E.

(a) If you had taken the pawn with your Knight, he would not have taken your royal pawn, giving you check with his Queen; but he would have pushed his King's Bishop's pawn two moves upon your Knight, which you would then have removed to your King's Bishop's second square: he then, taking your King's pawn with that of his Bishop, would have got the advantage of position.

8.

Wh. The Q. covers the check. (*b*)

N O T E.

(*b*) In this situation you must exchange Queens ; it is the best thing you can do ; and afterwards take the Gambit's pawn. The two games are even. It is easily seen, that this way of playing the Gambit is neither of a very interesting nature, nor affords the same after games or numberless variations that spring from Salvio's Gambits.

SECOND BACK GAME,

On the 6th move of the White.

6.

Wh. The K. Kt. takes the Kt. P. (a)

Bl. The K. Kt. takes the K. P. (b)

7.

Wh. The Q. at her K. second square.

Bl. The same. (c)

N O T E S.

(a) If you had played your King's Bishop to your Queen's Bishop's fourth square, to attack his King's Bishop's pawn, he would have removed his Queen to her King's second square; and your position would not have been a good one.

(b) It would have been bad play in him to take your Knight with his own.

(c) He is forced to sustain his Knight with his Queen, lest he should lose him, yet he might without danger have sustained him, by pushing his Queen's pawn two moves : in this case you must have removed your King's Knight to his Bishop's second square.

8.

Wh. The Q. Kt. at his B. third square. (*d*)

Bl. The K. Kt. at the adverse K. Kt. third square.

9.

Wh. The Q. takes the Q.

Bl. The K. B. retakes the Q.

10.

Wh. The K. R. at its second square.

Bl. The Q. P. two moves. (*e*)

11.

Wh. The K. Kt. at the adverse K. fourth square.

Bl. The Q. B. P. one move.

12.

Wh. The Q. P. two moves.

Bl. The K. Kt. at his B. fourth square.

13.

Wh. The K. Kt. at his B. third square.

Bl. The K. B. at his Q. third square.

14.

Wh. The K. B. at his Q. third square. (*f*)

N O T E S.

(*d*) You play this Knight to hinder him from pushing his Queen's pawn two moves ; but if, contrary to your expectation, he should play this same pawn, you may take it without danger.

(*e*) If he had played the Knight to his King's Bishop's fourth square, you must have attacked his King's Bishop with your Queen's Knight, to get rid of him ; and if he had afterwards taken the Rook's pawn and given check, you should have taken his Bishop with your Rook, to give him double check with your Queen's Knight.

(*f*) In the present condition, both games are nearly even : the Gambit's pawn must in time be taken, as it is separated, and cannot be sustained, but by the pieces.

S U P P L E M E N T

To the third PARTY of the first Volume.

With one Back Game on the 7th move of the White.

1.

Bl. The K. P. two moves.
Wh. The same.

2.

Bl. The K. Kt. at his B. third square.
Wh. The Q. P. one move.

3.

Bl. The Q. P. two moves.
Wh. The K. B. P. two moves.

4.

Bl. The Q. P. takes the K. P.
Wh. The K. B. P. takes the P.

5.

Bl. The K. Kt. at the adverse K. Kt. fourth square.
Wh. The Q. P. one move.

6.

Bl. The Q. P. one move at the adverse K.
third square. (a)

Wh. The K. Kt. at his R. third square.

7.

Bl. The Q. B. P. two moves.

Wh. The Q. P. one move. (b) ♖

N O T E S.

(a) It is better to play this pawn two steps, than to give check to the Queen, which would bring on a series of very puzzling moves; whereas at present, whether he takes the King's pawn, or the King's Knight, you will find ways to defend yourself.

(b) If you had sustained your Queen's pawn with that of your Queen's Bishop, you would have lost the game; but in this situation he cannot take the pawn that is upon the line of your King, without losing the one that is at your King's third square. There is yet another way of playing, which would be to give check with the King's Bishop: it will make the subject of a back game.

8.

Bl. The K. Kt. takes the P.

Wh. The K. B. gives check.

9.

Bl. The Q. B. covers the check.

Wh. The B. takes the B.

10.

Bl. The Q. Kt. retakes the B.

Wh. The K. castles. (c)

N O T E.

(c) In this situation the White have certainly the preference, their pieces being better placed.

B A C K G A M E,

On the 7th move of the White.

7.

Bl. The Q. B. P. two moves

Wh. The K. B. gives check.

8.

Bl. The Q. Kt. at his B. third square. (*a*)

Wh. The Q. P. one move.

9.

Bl. The Q. R. P. one move.

Wh. The K. B. P. at the adverse K. third square. (*b*)

10.

Bl. The Q. R. P. takes the K. B.

Wh. The Q. takes the K. Kt.

N O T E S.

(*a*) Had he covered the check with his Queen's Bishop, you must have taken his King's Knight with your Queen.

(*b*) If he takes this pawn with his King's Bishop's pawn, you should begin by taking his Queen's Knight and give check : then retake his King's Knight with your Queen.

11.

Bl. The Q. takes the Q. P.

Wh. The K. Kt. at his B. fourth square.

12.

Bl. The Q. at the adverse K. fourth square. (c)

Wh. The P. takes the K. B. P. and gives check.

13.

Bl. The K. takes the P.

Wh. The Q. gives check.

14.

Bl. The K. Kt. P. one move.

Wh. The Q. gives check at the adverse Q. fourth square.

15.

Bl. The Q. takes the Q.

Wh. The K. Kt. retakes the Q.

16.

Bl. The Q. B. at his K. B. fourth square.

Wh. The K. Kt. takes the P.

17.

Bl. The K. B. at his Kt. second square.

Wh. The Q. B. P. one move.

18.

Bl. The K. R. to his K. own square.

Wh. The K. castles and got the best.

N O T E.

(c) If he had taken the pawn that is at his King's third square, and attacked your Queen, you must have taken his with your Knight; and if he takes your Queen, you will be able to give double check to the King and Rook, which would ensure you the Game.

M E T H O D

*Of giving Check-mate with a Rook and a Bishop
against a Rook. (a)*

Situation of the White.

The K. at the adverse K. third square.
The R. at its Q. B. square.
The B. at the adverse K. fourth square.

Situation of the Black.

The K. at his home.
The R. at its Q. second square.

1.

Wh. The R. gives check.
Bl. The R. covers the check.

2.

Wh. The R. at the adverse Q. B. second
square.
Bl. The R. at the adverse Q. second
square. (b)

N O T E S.

(a) In the former edition (of 1749) I appointed this situation as the best for the Black, and, besides, the only good one to make a proper defence: but, as many lovers of this game desire to know the means of forcing the Black in the present position, some instructions agreeable to it will be given in my subsequent annotations.

(b) To give check-mate, you must force your adversary to place his Rook either at your Queen's square, or at your Queen's third square. In either position, the game must be won, after a few computed moves.

3.

Wb. The R. at the adverse Q. Kt. second square. (c)

Bl. The R. at the adverse Q. square. (d)

4.

Wb. The R. at the adverse K. Kt. second square.

Bl. The R. at the adverse K. B. square. (e)

5.

Wb. The B. at his K. Kt. third square.

Bl. The K. at his B. square. (f)

6.

Wb. The R. at its K. Kt. fourth square.

Bl. The K. at his home. (g)

7.

Wb. The R. at its Q. B. fourth square.

Bl. The R. at the adverse Q. square. (h)

8.

Wb. The B. at his K. R. fourth square.

Bl. The K. at his B. square.

9.

Wb. The B. at the adverse K. B. third square.

Bl. The R. gives check at the adverse K. square.

N O T E S.

(c) He is now obliged to play his Rook to your Queen's square, or to your Queen's third square.

(d) You have already forced him to play his Rook to one of those squares where he must absolutely lose the game: but this is not enough; for your Rook must not be farther from your King than the distance which a Knight, by a single regular move, may go. If you were to play your Rook to its Queen's Bishop's second square, he would play his Rook to your Queen's second square; and you must be eternally beginning afresh: whereas, by passing your Rook on your right, he must necessarily, to ward off the check-mate, play his Rook to your King's Bishop's square, which is no better than that of his Queen.

(e) As he might have played his King to his Bishop's square, we will make it the subject of a back-game.

(f) He could have played his Rook to your King's Bishop's third square. The subject of another back-game.

(g) He brings back his King, so that he may be in readiness to cover the check of your Rook.

(h) He might have played the King to his Bishop's square. The subject of the last back-game.

10.

Wh. The B. covers the check.

Bl. The K. at his Kt. square.

11.

Wh. The R. at its K. R. fourth square, and must win.

FIRST BACK GAME,

On the 4th move of the Black.

4.

Wh. The R. at the adverse K. Kt. second square.

Bl. The K. at his B. square.

5.

Wh. The R. at the adverse K. R. second square. (a)

Bl. The R. at the adverse K. Kt. square.

N O T E.

(a) You force him, by this move, to play his Rook to your King's Knight's square, to ward off the mate; which gives you the means of taking his Rook for nothing.

6.

Wh. The R. at the adverse Q. B. second square. (b)

Bl. The K. at his Kt. square.

7.

Wh. The R. gives check at the adverse Q. B. square.

Bl. The K. at his R. second square.

8.

Wh. The R. gives check at the adverse K. R. square, and must win.

N O T E.

(b) The only way to ward off the mate is, to play his King to his Knight's square ; for, if he had given you check with his Rook, you would have preserved all the strength of your attack, by covering with your Bishop.

SECOND BACK GAME,

On the 5th move of the Black.

5.

Wh. The B. at his K. Kt. third square.*Bl.* The R. at the adverse K. B. third square.

6.

Wh. The B. at the adverse Q. third square.*Bl.* The R. gives check.

7.

Wh. The B. covers the check.*Bl.* The R. at the adverse K. B. third square. (a)

8.

Wh. The R. gives check at the adverse K. second square.*Bl.* The K. at his B. square. (b)

N O T E S.

(a) If he had played his King to his Bishop's square, you would have played your Rook to his King's Rook's second square, in order to give mate at the next move.

(b) If he had played his King to his Queen's square, you must then have played your Rook to his Queen's Knight's second square, in order to give mate at the next move.

9.

Wh. The R. at the adverse Q. B. second square.

Bl. The K. at his Kt. square.

10.

Wh. The R. gives check, at the adverse K. Kt. second square.

Bl. The K. at his B. square. (*c*)

11.

Wh. The R. at its K. Kt. fourth square.

Bl. The K. at his home. (*d*)

12.

Wh. The B. at his K. B. fourth square, and must win the game.

N O T E S.

(*c*) If he had played his King to his Rook's square, you would have won his Rook, giving check by discovery.

(*d*) If he had played his Rook to your King's third square, to prevent the check of your Bishop, you must then have played yours to your King's Rook's fourth square, in order to give mate at the next move.

THIRD BACK GAME,

On the 7th move of the Black.

7.

Wh. The R. at its Q. B. fourth square.

Bl. The K. at his B. square.

8.

Wh. The B. at the adverse K. fourth square.

Bl. The K. at his Kt. square.

9.

Wh. The R. at its K. R. fourth square, and
must win.

M E T H O D

Of forcing the Black to take the above-mentioned situation, in order to give mate with a Rook and Bishop against a Rook.

Situation of the White.

The K. at his fourth square.

The B. at his K. third square.

The R. at its Q. R. second square.

Situation of the Black.

The K. at his third square.

The R. at its Q. second square.

I.

Wh. The R. at its Q. Kt. second square. (a)

Bl. The R. at its Q. square.

N O T E.

(a) If you had given check with your Rook, he would have covered with his own; but by this move he is obliged to bring back his Rook, which gives you the means of making use of your Bishop.

2.

Wh. The B. at his K. B. fourth square. (b)

Bl. The R. at its K. square.

3.

Wh. The R. gives check.

Bl. The K. at his B. second square.

4.

Wh. The K. at the adverse K. B. fourth square.

Bl. The R. at the adverse K. second square.

5.

Wh. The R. at its Q. Kt. square. (c)

Bl. The R. at the adverse K. B. second square.

6.

Wh. The R. gives check.

Bl. The K. at his B. square. (d)

7.

Wh. The K. at his fourth square.

Bl. The K. at his home. (e)

8.

Wh. The B. at the adverse K. fourth square.

Bl. The R. at its K. B. second square.

9.

Wh. The R. gives check.

Bl. The K. at his second square.

N O T E S.

(b) As he cannot cover the check of your Rook, you must force his King to retrograde.

(c) This move is very material, in order to have the use of your Bishop, as above directed; that is, to hinder him from covering the check, which you will give with your Rook.

(d) If he had moved the King to his home, you must then have advanced your King to the face of his King, and left your Bishop exposed to be taken. In the present situation, the whole difficulty depends upon placing your Bishop at the adverse King's fourth square. Your adversary will prevent it, by leaving his King unmoved, and playing his Rook, alternately, from the second to the first square of your King's Bishop.

(e) If he had given you check with his Rook, you must have played your King to the adverse Queen's fourth square, and then your Bishop would have been free: but as he could have played his King to his Knight's square, we will make it the subject of a back game.

10.

Wh. The K. at the adverse Q. fourth square.

Bl. The R. at the adverse K. B. square.

11.

Wh. The R. gives check, at the adverse Q. Kt.
second square.

Bl. The K. at his home.

12.

Wh. The K. at the adverse K. third square,
and finds himself in the position above
mentioned.

B A C K G A M E,

On the 7th move of the Black.

7.

Wh. The K. at his fourth square.

Bl. The K. at his Kt. square.

8.

Wh. The B. at the adverse K. fourth square.

Bl. The R. at its K. B. second square.

9.

Wh. The R. at its Q. Kt. square.

Bl. The R. at the adverse K. B. second square.

10.

Wh. The K. at the adverse Q. fourth square.

Bl. The K. at his B. second square.

11.

Wh. The R. gives check.

Bl. The K. at his Kt. third square.

12.

Wh. The R. gives check at the adverse K. Kt.
second square.

Bl. The K. at his R. third square.

13.

Wh. The K. at the adverse K. third square.

Bl. The R. at the adverse K. second square.

14.

Wh. The R. at its K. Kt. square.

Bl. The R. at the adverse K. B. second square.

15.

Wh. The B. at the adverse K. B. third square.

Bl. The K. at his R. fourth square.

16.

Wh. The R. gives check at the adverse K. Kt. fourth square.

Bl. The K. at his R. third square.

17.

Wh. The K. at the adverse K. B. second square.

Bl. The R. at the adverse Q. B. second square.

18.

Wh. The R. at the adverse Q. Kt. fourth square.

Bl. The R. gives check.

19.

Wh. The B. covers the check.

Bl. The R. at its Q. second square.

20.

Wh. The R. at the adverse Q. Kt. square.

Bl. The K. at his R. fourth square.

Wb. The R. at its Q. Kt. fourth square, and will give check mate the next move. (a)

N O T E.

(a) It may be seen by this back-game, that, when the pieces do not stand in the situation represented here, there are many different ways to force the mate: it is only to be observed, that the Bishop must always stand next to his King, to cover him in case of a check.

M E T H O D

Of giving check-mate with a Bishop and a Knight.

Situation of the White.

The K. at his fourth square.

The K. B. at his square.

The Q. Kt. at his square. (a)

Situation of the Black.

The K. at his B. third square.

1.

Wh. The B. at his Q. B. fourth square.

Bl. The K. at his Kt. third square.

2.

Wh. The K. at his B. fourth square.

Bl. The K. at his B. third square.

3.

Wh. The Kt. at his Q. B. third square.

Bl. The K. at his Kt. third square.

4.

Wh. The Kt. at his K. fourth square. (b)

Bl. The K. at his R. third square.

N O T E S.

(a) The mate must be given in the corner of the Bishop's colour; and when the adverse King retires to the opposite corner, in eighteen or twenty moves after, the mate may be easily found.

(b) The Knight must endeavour to take away from the adverse King the opposite squares to the Bishop's colour.

5.

Wh. The K. at the adverfe K. B. fourth square.

Bl. The K. at his R. fecond square. (*c*)

6.

Wh. The K. at the adverfe K. B. third square.

Bl. The K. at his R. square. (*d*)

7.

Wh. The Kt. at the adverfe Q. third square.

Bl. The K. at his R. fecond square

8.

Wh. The Kt. at the adverfe K. B. fecond square. (*e*)

Bl. The K. at his Kt. square. (*f*)

9.

Wh. The B. at his Q. third square,

Bl. The K. at his B. square.

10.

Wh. The B. at the adverfe K. R. fecond square.

Bl. The K. at his home.

11.

Wh. The Kt. at the adverfe K. fourth square.

Bl. The K. at his B. square. (*g*) 

N O T E S.

(c) If he had played his King to his Rook's fourth square, you must have given check with the Bishop at your King's second square; and then, if he gets his King on the side of the corner of your Bishop's colour, you will mate him in a few moves.

(d) If he had played his King to his Rook's third square, you must have played your Bishop to your King's second square, to oblige his King to get into the black corner, where your Knight is very soon to force him out.

(e) In this position, the mate is forced in about eighteen or twenty moves.

(f) Your Knight prevents his King from coming back into the corner. Now, the business of your Knight must be, to cut his King off from the black squares, while your Bishop will keep him from the white ones.

(g) As he might have played his King to his Queen's square, I make a back game of it.

12.

Wh. The Kt. gives check at the adverse Q.
second square.

Bl. The K. at his home.

13.

Wh. The K. at the adverse K. third square.

Bl. The K. at his Q. square.

14.

Wh. The K. at the adverse Q. third square.

Bl. The K. at his home.

15.

Wh. The B. gives check.

Bl. The K. at his Q. square.

16.

Wh. The B. at the adverse K. B. second
square.

Bl. The K. at his Q. B. square.

17.

Wh. The Kt. at the adverse Q. B. fourth
square.

Bl. The K. at his Q. square.

18.

Wh. The Kt. gives check at the adverse Q. Kt.
second square.

Bl. The K. at his Q. B. square.

19.

Wh. The K. at the adverse Q. B. third square.

Bl. The K. at his Q. Kt. square.

20.

Wh. The K. at the adverse Q. Kt. third square.

Bl. The K. at his Q. B. square.

21.

Wh. The B. gives check.

Bl. The K. at his Q. Kt. square.

22.

Wh. The B. at the adverse Q. second square.

Bl. The K. at his Q. R. square.

23.

Wh. The Kt. at the adverse Q. B. fourth square.

Bl. The K. at his Q. Kt. square.

24.

Wh. The Kt. gives check at the adverse Q. R.
third square.

Bl. The K. at his Q. R. square.

25.

Wh. The B. gives check-mate.

B A C K G A M E,

On the 11th move of the Black.

11.

Wh. The Kt. at the adverse K. fourth square.

Bl. The K. at his Q. square.

12.

Wh. The K. at the adverse K. third square.

Bl. The K. at his Q. B. second square.

13.

Wh. The Kt. at the adverse Q. second square. (*a*)

Bl. The K. at his Q. B. third square.

14.

Wh. The B. at his Q. third square. (*b*)

Bl. The K. at his Q. B. second square.

N O T E S.

(*a*) It is proper to observe, that the Knight does not change the direction of his moves either one way or the other.

(*b*) If you had given check with your Bishop, he would have again got his King into the other corner: and this move would have entirely destroyed your attack.

15.

Wh. The B. at his K. fourth square.

Bl. The K. at his Q. square.

16.

Wh. The K. at the adverse Q. third square.

Bl. The K. at his home.

17.

Wh. The B. gives check.

Bl. The K. at his Q. square.

18.

Wh. The K. B. at the adverse K. B. second square.

Bl. The K. at his Q. B. square.

19.

Wh. The Kt. at the adverse Q. B. fourth square. (c)

N O T E.

(c) It is needless to proceed farther. This position is quite the same as that at the seventeenth move of this game.

A P A R T Y,

Won with a Rook and a Pawn against a Bishop.

Situation of the White.

The K. at his fourth square.

The Q. P. at its fourth square.

The R. at its Q. square.

Situation of the Black.

The K. at his third square.

The K. B. at his Q. B. second square.

1.

Wh. The R. at its Q. R. square. (a)

Bl. The B. at his Q. Kt. square.

2.

Wh. The R. gives check.

Bl. The B. covers the check. (b)

3.

Wh. The R. at the adverse Q. Kt. third square. (c)

Bl. The K. at his Q. second square.

4.

Wh. The K. at the adverse Q. fourth square.

Bl. The B. at the adverse K. Kt. third square.

N O T E S.

(a) If you had pushed your pawn, in giving check, you would have furnished your adversary with the means of making a drawn game, as will be seen afterwards.

(b) If he had withdrawn his King, you must have pushed yours forward towards your pawn. This party cannot be won, but by advancing your King, and confining that of your adversary in the last line, before you come to push your pawn.

(c) By this move you put him under a necessity of bringing back his King, and giving place to your own.

5.

Wh. The R. gives check at the adverse Q. Kt.
second square.

Bl. The B. covers the check.

6.

Wh. The R. at the adverse Q. R. second square.

Bl. The K. at his Q. B. square.

7.

Wh. The K. at the adverse Q. B. third
square. (*d*)

A D R A W N G A M E,

With a Rook and a Pawn against a Bishop.

Situation of the White.

The K. at his fourth square.

The Q. P. at its fourth square.

The R. at its Q. square.

Situation of the Black.

The K. at his third square.

The K. B. at his Q. B. second square.

1.

Wh. The P. gives check. (*a*)

Bl. The K. at his Q. second square.

N O T E S.

(d) In this position the game is won, either by pushing the pawn, or forcing the adverse Bishop.

(a) In the present position it must come to a drawn game, because your King will be no more capable of going forwards towards your pawn, supposing always that your adversary plays all his moves with exactness.

2.

Wh. The K. at his Q. fourth square.

Bl. The B. at the adverse K. Kt. third square.

3.

Wh. The R. at its Q. R. square.

Bl. The B. at the adverse K. B. fourth square. (*b*)

4.

Wh. The R. gives check.

Bl. The K. at his Q. third square. (*c*)

5.

Wh. The K. at his fourth square.

Bl. The B. at the adverse K. Kt. third square. (*d*)

6.

Wh. The R. at the adverse K. Kt. second square.

Bl. The B. at the adverse K. square, to give check.

7.

Wh. The R. gives check.

Bl. The K. at his Q. second square.

8.

Wh. The pawn, one move. (*e*)

Bl. The K. at his Q. B. third square. (*f*)

N O T E S.

(b) It is material for him to keep his Bishop at some distance from your King, to enable himself to give check, in case you should play the King to one of the Black squares next to your pawn.

(c) If he had covered the check, you would have won the game, by pushing your King forwards on the Black square facing his Bishop.

(d) If he had played his Bishop to your King's Rook's second square, you would have won the game, by playing your Rook to his King's Knight's second square. It is to be observed, that, in the defence of this party, the Bishop must never be far distant from the adverse King.

(e) If you had advanced your King, he would have obliged you to retrograde, by a check given with his Bishop.

(f) If he had made any other move, he would have lost the game.

9.

Wh. The K. at the adverse K. fourth square.

Bl. The B. at the adverse Q. Kt. fourth square. (g)

10.

Wh. The pawn, one move, giving check to the R.

Bl. The K. takes the pawn.

11.

Wh. The K. at the adverse Q. fourth square.

Bl. The K. at his Q. B. second square. (h)

N O T E S.

(g) In this position your pawn is forced, as your King can no more go forwards, without covering your Rook.

(h) When one remains with a Bishop against a Rook, he must as soon as possible bring his King into that corner of the chess-board that is not of the same colour with the Bishop. It is the only place where he can be sure of a drawn game.

A M A T E

With a single Rook.

Situation of the White.

The K. at his fourth square.

The R. at its K. R. square.

Situation of the Black.

The K. at his third square.

1.

Wh. The R. gives check.

Bl. The K. at his second square.

2.

Wh. The K. at the adverse K. fourth square.

Bl. The K. at his Q. second square. (a)

N O T E.

(a) His King must be opposite to yours, in order that you may give check with your Rook ; because then his King is forced, by the check, to retrograde.

3.

Wh. The R. at the adverse K. Kt. third square. (*b*)

Bl. The K. at his Q. B. second square,

4.

Wh. The K. at the adverse Q. fourth square.

Bl. The K. at his Q. Kt. second square.

5.

Wh. The K. at the adverse Q. B. fourth square.

Bl. The K. at his Q. R. second square.

6.

Wh. The K. at the adverse Q. Kt. fourth square. (*c*)

Bl. The K. at his Q. Kt. second square.

7.

Wh. The R. gives check at the adverse K. Kt. second square.

Bl. The K. at his Q. B. square.

8.

Wh. The K. at the adverse Q. B. third square.

Bl. The K. at his Q. square.

N O T E S.

(b) If you had played your King opposite to his, he would have restored his King to the same place ; whereas at this move he plays his King to the face of yours : you may then force him back by the check of your Rook.

(c) In the present case he is obliged to place his King opposite to yours, or absolutely to abandon the line.

9.

Wh. The R. at the adverse Q. R. second square.

Bl. The K. at his home.

10.

Wh. The K. at the adverse Q. third square.

Bl. The K. at his B. square.

11.

Wh. The K. at the adverse K. third square.

Bl. The K. at his Kt. square.

12.

Wh. The K. at the adverse K. B. third square.

Bl. The K. at his R. square.

13.

Wh. The K. at the adverse K. Kt. third square.

Bl. The K. at his Kt. square.

14.

Wh. The R. gives check-mate.

A G A M E

Won with a Queen against a Rook and a Pawn.

Situation of the White.

The K. at his B. fourth square.

The Q. at her third square.

Situation of the Black.

The K. at his second square.

The Q. P. at its third square.

The R. at its K. fourth square. (a)

I.

Wh. The Q. gives check at the adverse K. R.
second square. (b)

Bl. The K. at his third square.

N O T E S.

(a) This party is but a drawn game, provided the pawn has not yet been moved from its place; but, if it had been pushed forwards, the Queen must win.

(b) His defence entirely depends upon not letting your King pass, and afterwards playing his Rook alternately from its Queen's Bishop's fourth square to its King's fourth square, being always supported by his pawn.

2.

Wh. The Q. gives check at the adverse K. Kt.
square. (c)

Bl. The K. at his second square.

3.

Wh. The Q. at the adverse Q. B. square.

Bl. The R. at its Q. B. fourth square.

4.

Wh. The Q. gives check at the adverse Q. Kt.
second square.

Bl. The K. at his third square.

5.

Wh. The Q. at the adverse K. Kt. second
square.

Bl. The R. at its K. fourth square.

6.

Wh. The Q. at the adverse Q. B. second
square. (d)

Bl. The R. at its Q. B. fourth square.

7.

Wh. The Q. at the adverse Q. square.

Bl. The R. at its K. fourth square.

N O T E S.

(c) This move is needless; and I point it out only to shew by what means turns may be got or lost.

(d) This move determines the winning of the game: you must then, first of all, take this position.

8.

Wh. The Q. gives check at the adverse K. square. (e)

Bl. The K. at his Q. fourth square.

9.

Wh. The Q. at the adverse Q. B. square. (f)

Bl. The R. gives check. (g)

10.

Wh. The King at the adverse K. B. fourth square.

Bl. The R. gives check.

11.

Wh. The K. at the adverse K. B. third square.

Bl. The R. at the adverse K. fourth square. (b)

12.

Wh. The Q. gives check at the adverse K. B. fourth square.

Bl. The R. covers the check.

13.

Wh. The Q. gives check at her third square.

Bl. The K. at his Q. B. fourth square.

14.

Wh. The Q. at her second square. (i)

Bl. The K. at his Q. B. third square.

N O T E S.

(e) By this check you force his King to go towards his pawn. This move will make the passage of your King more easy afterwards.

(f) You put him under the necessity of removing his Rook from his King, or giving a free passage to your King.

(g) If he had played his King to your Queen's fourth square, you must have played your Queen to his Queen's Bishop's third square: but he might also have played his Rook to his King's Rook's fourth square, to hinder the passage of your King; the subject of a back game.

(h) If he had played his King to your Queen's fourth square, you must have played your Queen to his Queen's Bishop's third square.

(i) At the instant your King gets behind his pawn, the advantage of the game will turn on your side: to attain this, you must force him to play his King.

15.

Wh. The Q. at her fourth square.

Bl. The K. at his Q. second square. (*k*)

16.

Wh. The Q. at her B. fourth square.

Bl. The R. at its Q. B. fourth square. (*l*)

17.

Wh. The Q. gives check at the adverse K. B. second square.

Bl. The K. at his Q. B. third square.

18.

Wh. The K. at the adverse K. second square.

Bl. The R. gives check.

19.

Wh. The K. at the adverse Q. square.

Bl. The R. at its Q. B. fourth square.

20.

Wh. The Q. gives check at the adverse Q. second square.

Bl. The K. at his Q. fourth square.

21.

Wh. The K. at the adverse K. second square.

Bl. The R. at its Q. B. third square.

N O T E S.

(k) As he could have played his King to his Queen's Bishop's second square. Another subject of a back game.

(l) If he had put away his Rook from its King, you must have endeavoured to find some way of forcing his Rook by a double check.

22.

Wh. The Q. gives check at the adverse K. B. fourth square.

Bl. The K. at the adverse Q. B. fourth square.

23.

Wh. The K. at the adverse Q. second square.

Bl. The R. at its Q. B. fourth square.

24.

Wh. The Q. gives check at her K. fourth square, and must win. (m) ♖

N O T E.

(m) As many lovers of this game may not be acquainted with the method of giving check-mate with a Queen against a Rook, we will end this party by way of back game.

FIRST BACK GAME,

On the 9th move of the Black.

9.

Wh. The Q. at the adverse Q. B. square.

Bl. The R. at its K. R. fourth square. (a)

10.

Wh. The Q. gives check at the adverse Q. R. square.

Bl. The K. at the adverse Q. B. fourth square.

11.

Wh. The Q. gives check at her R. fourth square.

Bl. The K. at the adverse Q. B. third square.

12.

Wh. The Q. gives check at her R. third square.

Bl. The K. where he pleases, his pawn being lost. (b)

N O T E S.

(a) His Rook being far off from its King, you ought to take her by a double check, or at least to take his Pawn.

(b) The subject of this back game is to prove how easy it is, with a Queen, to force, by a double check, a Rook, when at a distance from its King.

SECOND BACK GAME,

On the 15th move of the Black.

15.

Wh. The Q. at her fourth square.

Bl. The K. at his Q. B. second square.

16.

Wh. The Q. at her R. fourth square.

Bl. The R. at its Q. B. fourth square.

17.

Wh. The Q. gives check at the adverse Q. R. second square.

Bl. The K. at his Q. B. third square.

18.

Wh. The K. at the adverse K. second square, and must win. (a)

N O T E.

(a) As your King may go backwards, you must needs win the game.

A CHECK MATE,

With a Queen against a Rook, by way of back game,

Beginning at the 24th move of the White.

24.

Wh. The Q. gives check at her K. fourth square.

Bl. The K. at the adverse Q. Kt. third square.

25.

Wh. The K. takes the P.

Bl. The R. at the adverse Q. B. second square.

26.

Wh. The K. at the adverse Q. fourth square. (a)

Bl. The K. at the adverse Q. Kt. second square.

27.

Wh. The K. at his Q. fourth square.

Bl. The K. at the adverse Q. R. square. (b)

N O T E S.

(a) It is needless to give check with your Queen, before your King is near the adverse King.

(b) He gives you his Rook for nothing: but, if you take it, he will be stale-mate.

28.

Wh. The K. at his Q. third square.

Bl. The R. at the adverse Q. Kt. second square.

29.

Wh. The Q. gives check at her R. fourth square.

Bl. The K. at the adverse Q. Kt. square.

30.

Wh. The Q. at her R. third square.

Bl. The R. gives check at the adverse Q. second square. (c)

31.

Wh. The K. at his Q. B. third square.

Bl. The R. gives check at the adverse Q. B. second square.

32.

Wh. The K. at his Q. third square. (d)

Bl. The R. gives check at the adverse Q. second square.

33.

Wh. The K. at his third square.

Bl. The R. at the adverse Q. Kt. second square.

34.

Wh. The Q. at her R. fourth square. (e)

Bl. The R. at the adverse Q. B. second square.

N O T E S.

(c) Your last move was by no means the best. I laid it down, merely to shew all the after-games of your adversary. If you were to take his Rook, he would be stale-mate. This cannot be too much attended to at the end of this party.

(d) If you had played your King to your Queen's Knight's third square, he would have made a drawn game, by giving you check at your Queen's Bishop's third square.

(e) Now you may push your King forwards, without any danger of making your adversary stale-mate.

35.

Wh. The K. at his Q. third square.

Bl. The R. at the adverse Q. Kt. second square.

36.

Wh. The K. at his Q. B. third square. (*f*)

Bl. The R. at the adverse K. R. second square.

37.

Wh. The Q. gives check at the adverse Q. Kt. fourth square.

Bl. The K. at the adverse Q. R. square.

38.

Wh. The Q. gives check at the adverse Q. R. third square.

Bl. The K. at the Kt. square. (*g*)

39.

Wh. The Q. gives check at the adverse Q. Kt. third square.

Bl. The K. at the adverse Q. R. second square.

40.

Wh. The Q. gives check at the adverse Q. R. second square.

Bl. The K. at the Kt. square.

41.

Wh. The Q. gives check at her K. Kt. square, and must win. (*h*)

N O T E S.

(f) He is obliged to remove his Rook from his King, which gives you an opportunity of taking his Rook by a double check, or making him mate.

(g) If he had covered the check, you would have given mate at your King's Bishop's square.

(h) This game cannot be won, but by forcing the adversary to remove his King from his Rook, in order to take it afterwards by a double check.

A DRAWN GAME,

With a Queen against a Rook and a Pawn.

Situation of the White.

The K. at the adverse Q. fourth square.

The Q. at her Kt. third square.

Situation of the Black.

The K. at his Q. square.

The Q. P. at its square.

The R. at its K. third square.

1.

Wh. The Q. gives check at the adverse Q. Kt. square.

Bl. The K. at his second square.

2.

Wh. The Q. at the adverse K. Kt. square.

Bl. The R. at its Q. B. third square.

3.

Wh. The K. at the adverse K. fourth square.

Bl. The R. at its K. third square, giving check.

4.

Wh. The K. at the adverse Q. fourth square. (a)

N O T E.

(a) In this position it is a drawn game, because the Queen cannot take backwards, neither the King nor the Pawn, as in the former party.

A DRAWN GAME,

With a Rook and a Pawn against a Rook;

OR LOST GAME,

If he who has only a Rook plays ill.

Situation of the White.

The K. at the adverse K. B. fourth square.

The P. at its K. fourth square.

The R. at the adverse K. R. second square.

Situation of the Black.

The K. at his home.

The R. at its Q. R. third square.

I.

Wh. The P. one move.

Bl. The R. at its Q. Kt. third square. (a) ♖

N O T E.

(a) By keeping that line with his Rook, he hinders your King from advancing; and if he were to desert that line before you had pushed your Pawn, he would lose the game, as will be seen by a back game.

2.

Wh. The R. at the adverse Q. R. second square.

Bl. The R. at its Q. B. third square. (*b*)

3.

Wh. The P. one move.

Bl. The R. at the adverse Q. B. square. (*c*)

4.

Wh. The K. at the adverse K. B. third square.

Bl. The R. gives check at the adverse K. B. square. (*d*)

N O T E S.

(b) He ought not to depart from this line with his Rook, but at the very instant when you shall push your Pawn.

(c) If he had given check he would have lost the game.

(d) He must continue to give you check, in order to drive you away from your Pawn; and, at the very moment when your King falls upon his Rook, he will attack and take your Pawn.

B A C K G A M E,

*On the 1st move of the Black, when a Rook and
a Pawn win against a Rook.*

1.

Wh. The P. one move.

Bl. The R. at the adverse Q. R. square.

2.

Wh. The K. at the adverse K. B. third
square. (a)

Bl. The R. gives check at the adverse K. B.
square. (b)

3.

Wh. The K. at the adverse K. third square.

Bl. The K. at his B. square. (c)

4.

Wh. The R. gives check.

Bl. The K. at his Kt. second square.

5.

Wh. The R. at the adverse K. square. (d)

Bl. The R. at the adverse K. square.

6.

Wh. The K. at the adverse Q. second square.

Bl. The K. at his B. second square. (e)

7.

Wh. The P. one move, giving check.

Bl. The K. at his Kt. second square. (f)

N O T E S.

(a) If you had played your King over-against his, he could have put himself again in a position to make a drawn game, by giving check with his Rook.

(b) Had he given check at his Queen's Rook's third square, you must have covered that check with your Pawn; and if, instead of that move, he had played his King to his Queen's square, you must have given check with your Rook, and afterwards advanced your King to the second square of his own.

(c) Had he left his King at the same place, you must have given check, and changed Rook for Rook. .

(d) This is the only move which can ensure you the game: every other leads but to a drawn game.

(e) Had he given check with his Rook, you must have played your King to his King's second square.

(f) If he had played his King to his Bishop's third square, you must then have given check with your Rook, and at the next move pushed your Pawn.

8.

Wh. The K. at the adverse K. second square. (g)

Bl. The R. at the adverse K. second square.

9.

Wh. The R. at the adverse Q. square.

Bl. The R. at the adverse K. square.

10.

Wh. The R. at its Q. second square.

Bl. The R. at the adverse K. third square.

11.

Wh. The R. gives check at its K. Kt. second square.

Bl. The K. at its R. second square.

12.

Wh. The K. at the adverse K. B. second square.

Bl. The R. gives check.

13.

Wh. The K. at the adverse K. square.

Bl. The R. at the adverse K. third square.

14.

Wh. The P. one move.

Bl. The R. at the adverse Q. third square. (h)

15.

Wh. The R. at its Q. B. second square.

Bl. The K. at his Kt. second square. (i)

16.

Wh. The R. at the adverse Q. B. second square.

Bl. The R. at the adverse Q. second square.

N O T E S.

(g) Had you pushed your Pawn, it would have been a drawn game.

(b) He plays this move, in order to hinder your King from going out at his left hand, and to get him in again under your Pawn, by a check, in case you will bring him out at your right hand.

(i) In England, where the stale-mate is the loss of the game, you might, at your next move, play your Rook to your Queen's second square.

17.

Wh. The R. at the adverse Q. second square.

Bl. The R. at the adverse Q. Kt. second square.

18.

Wh. The R. at his Q. square.

Bl. The R. gives check.

19.

Wh. The K. at the adverse Q. second square.

Bl. The R. gives check.

20.

Wh. The K. at the adverse K. third square.

Bl. The R. gives check.

21.

Wh. The R. covers the check.

Bl. The R. at its Q. Kt. square.

22.

Wh. The R. at the adverse Q. square, and will win.

A DRAWN GAME,
Of a Queen and a Pawn against a Queen.

Situation of the White.

The K. at the adverse K. Kt. second square.
The P. at the adverse K. B. third square.
The Q. at her third square.

Situation of the Black.

The K. at the adverse Q. Kt. fourth square.
The Q. at her B. fourth square.

1.

Wh. The K. B. P. one move. (a)
Bl. The Q. gives check at her K. Kt. fourth square.

2.

Wh. The Q. covers the check.
Bl. The Q. gives check at her K. fourth square.

N O T E.

(a) In this position, the White ought to look for an opportunity of changing the Queen against the Queen; and the Black, to prevent that exchange, must keep the King at a distance from the adverse King, in order to be the better enabled to give perpetual check.

3.

Wh. The K. at the adverse K. Kt. square. (b)

Bl. The Q. at her fourth square.

4.

Wh. The K. at the adverse K. R. second square.

Bl. The Q. gives check at the adverse K. R. square.

5.

Wh. The Q. covers the check.

Bl. The Q. gives check at the adverse K. fourth square.

6.

Wh. The K. at the adverse K. Kt. square.

Bl. The Q. gives check at the adverse K. Kt. fourth square.

7.

Wh. The Q. covers the check.

Bl. The Q. at her K. third square. (c)

N O T E S.

(b) He can no more give you check, without losing the game ; but he may hinder your Pawn from making a Queen.

(c) It is plainly proved, that, when the check does not continue, the Pawn may be prevented from making a Queen.

A G A M E

Won with a Queen, against a Pawn near making a Queen.

Situation of the White.

The K. at the adverse Q. Kt. second square.

The Q. at the adverse Q. B. square.

Situation of the Black.

The K. at the adverse K. B. second square.

The P. at the adverse K. second square.

1.

Wh. The Q. gives check at the adverse K. B. fourth square. (a)

Bl. The K. at the adverse K. Kt. second square.

2.

Wh. The Q. gives check at her K. Kt. fourth square.

Bl. The K. at the adverse K. B. second square.

3.

Wh. The Q. gives check at her K. B. fourth square.

Bl. The K. at the adverse K. Kt. second square.

N O T E.

(a) To win this game, the Queen must be previously brought, as near as possible, to the adverse King.

4.

Wh. The Q. at her K. third square.

Bl. The K. at the adverse K. B. square. (b)

5.

Wh. The Q. gives check at her K. B. third square.

Bl. The K. at the adverse K. square. (c)

6.

Wh. The K. at the adverse Q. B. third square.

Bl. The K. at the adverse Q. second square.

7.

Wh. The Q. gives check at the adverse Q. fourth square.

Bl. The K. at the adverse Q. B. second square.

8.

Wh. The Q. gives check at her B. fourth square.

Bl. The K. at the adverse Q. second square.

9.

Wh. The Q. gives check at her fourth square.

Bl. The K. at the adverse Q. B. second square.

10.

Wh. The Q. at her K. third square. (d)

Bl. The K. at the adverse Q. square.

11.

Wh. The Q. gives check at her third square.

Bl. The K. at the adverse K. square.

12.

Wh. The K. at the adverse Q. fourth square. (e)

N O T E S.

(b) It is this move which enables you to win the game, because you force him to play his King under his Pawn.

(c) As his Pawn cannot make a Queen, you must make a good use of this instant to bring your King next to his.

(d) It is always the same move which forces him to play his King under his Pawn.

(e) You will proceed with the same moves till your King comes next to his Pawn, and then the game is won.

A DRAWN GAME,

With a Queen against a Pawn near making a Queen.

Situation of the White.

The K. at his Q. B. fourth square.

The Q. at her K. second square.

Situation of the Black.

The K. at the adverse K. Kt. square.

The P. at the adverse K. B. second square.

1.

Wh. The Q. gives check at her K. Kt. fourth square.

Bl. The K. at the adverse K. R. second square.

2.

Wh. The Q. at her K. B. third square.

Bl. The K. at the adverse K. Kt. square.

3.

Wh. The Q. gives check at her K. Kt. third square.

Bl. The K. at the adverse K. R. square. (a)

N O T E.

(a) In the former party, you forced his King to come under his Pawn: but he may now, without any danger, leave it exposed to be taken; for you would make a stale-mate by taking his Pawn; this ought then to be a drawn game.

Another DRAWN GAME,
With a Queen against a Pawn near making a Queen.

Situation of the White.

The K. at his Q. B. fourth square.

The Q. at her fourth square.

Situation of the Black.

The K. at the adverse K. Kt. second square.

The P. at the adverse K. R. second square.

1.

Wh. The Q. gives check at her K. Kt. fourth square.

Bl. The K. at the adverse K. B. second square.

2.

Wh. The Q. at her K. R. third square.

Bl. The K. at the adverse K. Kt. square.

3.

Wh. The Q. gives check at her K. Kt. third square.

Bl. The K. at the adverse K. R. square. (a)

N O T E.

(a) Being forced to take away your Queen from that line, to make room for his King, you could never bring up your King in time: so it must be a drawn game.

It is proper to observe, that the Pawns of the two Bishops, and of the two Rooks, at one square from the Queen, make a drawn game against a Queen; and the Pawns of the King, the Queen, and of the two Knights, must lose in such a position.

A DRAWN GAME,

With a single Pawn ;

Or a GAME WON,

*If he who remains with his King alone does not
play well.*

Situation of the White.

The K. at his B. fourth square.

The P. at the adverse K. B. fourth square.

Situation of the Black.

The K. at his B. third square.

1.

Wh. The K. at his fourth square.

Bl. The K. at his B. second square. (a)

2.

Wh. The K. at the adverse K. fourth square.

Bl. The K. at his second square.

3.

Wh. The P. one move, giving check.

Bl. The K. at his B. second square.

4.

Wh. The K. at the adverse K. B. fourth
square.

Bl. The K. at his B. square. (b) ♖

N O T E S.

(a) It is always necessary to bring his King to the face of the adverse Pawn, so that his King may oppose the adverse King.

(b) If he had removed his King to his home, or to his King's Knight's square, he would have lost the game. The subject of a back game.

5.

Wh. The K. at the adverse K. third square.

Bl. The K. at his home. (c)

6.

Wh. The K. at the adverse K. B. fourth square.

Bl. The K. at his B. second square. (d)

7.

Wh. The K. at the adverse K. Kt. fourth square.

Bl. The K. at his B. square. (e)

8.

Wh. The K. at the adverse K. Kt. third square.

Bl. The K. at his Kt. square.

9.

Wh. The P. one move, giving check.

Bl. The K. at his B. square.

10.

Wh. The K. is forced to leave the P.

N O T E S.

(c) Were you in the present position to push your Pawn, you could not sustain it without making a stale-mate.

(d) His defence depends upon opposing his King to yours; for if, on the contrary, you could oppose your King to his, you would win the game.

(e) He always brings his King opposite yours, which infallibly brings on a drawn game.

B A C K G A M E,

On the 4th move of the Black.

4.

Wh. The K. at the adverse K. B. fourth square.

Bl. The K. at his home, or at his royal Kt. square.

5.

Wh. The K. at the adverse K. third square.

Bl. The K. at his B. square.

6.

Wh. The P. one move.

Bl. The K. at his royal Kt. second square.

7.

Wh. The K. at the adverse K. second square,
and will win. (a)

N O T E.

(a) It may be seen by these examples, that whoever acts defensively must always bring his King over-against his adversary's Pawn.

A DRAWN GAME,

*Of a Knight far off from his King, against a
Pawn near making a Queen.*

Situation of the White.

The K. at his R. second square.

The Kt. at his Q. R. second square.

Situation of the Black.

The K. at the adverse Q. Kt. third square.

The P. at the adverse Q. R. third square.

1.

Wh. The Kt. gives check at his Q. B. square.

Bl. The K. at the adverse Q. Kt. second square.

2.

Wh. The Kt. gives check at his Q. third square.

Bl. The K. at the adverse Q. B. second square.

3.

Wh. The Kt. at his Q. Kt. fourth square.

Bl. The K. at the adverſe Q. Kt. third ſquare.

4.

Wh. The Kt. at his Q. third ſquare. (a)

N O T E.

(a) He cannot puſh his Pawn without receiving a double check from your Knight; therefore it is a drawn game. It is neceſſary to obſerve, that in ſuch poſitions, when the Knight cannot give check, nor hinder the Pawn from going forwards, a double check muſt neceſſarily happen at the ſecond move.

A D R A W N G A M E,
Or a Party won, with two Pawns against one.

Situation of the White.

The K. at his fourth square.

The K. B. P. at its fourth square.

The K. Kt. P. at its fifth square.

Situation of the Black.

The K. at his third square.

The K. Kt. P. at its third square. (a)

I.

Wh. The K. at its Q. fourth square.

Bl. The K. at his Q. third square. (b) ♖

N O T E S.

(a) In the present position, if the Black were to play first, the White would win the game; and if the White were to play, it would be a drawn game.

(b) Had he played his King to his King's Bishop's fourth square, you would have again got the move over him; which would have given you the game. The subject of a back game.

2.

Wh. The K. at his Q. third square.

Bl. The K. at his Q. second square. (c)

3.

Wh. The K. at his third square.

Bl. The K. at his second square. (d) ♞

4.

Wh. The K. at his Q. fourth square.

Bl. The K. at his Q. third square.

5.

Wh. The K. at his fourth square.

Bl. The K. at his third square. (e)

N O T E S.

(c) Had he played his King to his Queen's fourth square, he would have lost the game. A new subject of a back game.

(d) He keeps himself in such a situation, that he may oppose your King, when you please to push him forwards, either to his fourth square, or to your Queen's fourth square.

(e) Supposing that your adversary makes his moves exactly, it is a drawn game.

FIRST BACK GAME,

On the 1st move of the Black.

1.

Wh. The K. at his Q. fourth square.

Bl. The K. at his B. fourth square.

2.

Wh. The K. at his third square.

Bl. The K. at his third square. (a)

3.

Wh. The K. at his fourth square.

Bl. The K. at his Q. third square. (b)

4.

Wh. The K. B. P. one move.

Bl. The P. takes the P. (c)

5.

Wh. The K. retakes the P.

Bl. The K. at his second square.

6.

Wh. The K. at the adverse K. Kt. third square.

Bl. The K. at his B. square.

7.

Wh. The K. at the adverse K. R. second square,
and will win. (d)

N O T E S.

(a) Had he played his King to your King's Knight's fourth square, he would likewise lose the game.

(b) Had he played his King to his second square, or to his Queen's second square, you must have advanced your King opposite to his, in order to effect the taking of his Pawn.

(c) He could have declined taking your Pawn ; but that other way of playing will be found in our next back game.

(d) As often as the King is before a Pawn, the adversary cannot hinder you from making a Queen.

SECOND BACK GAME,

On the 2d move of the Black.

2.

Wh. The K. at his Q. third square.

Bl. The K. at his Q. fourth square.

3.

Wh. The K. at his third square. (a)

Bl. The K. at his third square.

4.

Wh. The K. at his fourth square.

Bl. The K. at his Q. third square. (b)

5.

Wh. The K. B. P. one move.

Bl. The K. at his second square.

6.

Wh. The P. one move, giving check. (c)

Bl. The K. at his third square.

7.

Wh. The K. at his Q. fourth square.

Bl. The K. at his Q. third square. (d)

8.

Wh. The K. B. P. one move.

Bl. The K. at his second square.

9.

Wh. The K. at the adverse K. fourth square.

Bl. The K. takes the P.

10.

Wh. The K. at the adverse Q. third square.

Bl. The K. at his B. square.

N O T E S.

(a) You again get the move over him, because he cannot play his King fronting yours: he must absolutely retrograde either to his third square, or to his Queen's third square. In either case, your King may place himself in opposition to his.

(b) If he had withdrawn his King to his second square, or to his Queen's second square, you must have advanced your King opposite to his.

(c) Had you taken his Pawn with yours, it would have been a drawn game.

(d) In this position he has got the move over you, since he may oppose your King; but by the sacrifice of a Pawn you may recover it over him, and a single Pawn is enough to win the game.

11.

Wh. The K. at the adverse K. third square.

Bl. The K. at his Kt. second square.

12.

Wh. The K. at the adverse K. second square.

Bl. The K. at his Kt. square.

13.

Wh. The K. at the adverse K. B. third square.

Bl. The K. at his R. second square.

14.

Wh. The K. at the adverse K. B. second square.

Bl. The K. at his R. square.

15.

Wh. The K. takes the P.

Bl. The K. at his Kt. square.

16.

Wh. The K. at the adverse K. B. third square.

Bl. The K. at his B. square.

17.

Wh. The P. one move, and makes a Queen
without any opposition.

A DRAWN GAME,

With two separated Pawns, against two united Pawns.

Situation of the White.

The K. at its Q. third square.

The Q. B. P. at the adverse Q. B. fourth square.

The Q. Kt. P. at its fourth square.

Situation of the Black.

The K. at its Q. fourth square.

The Q. Kt. P. at its fourth square.

The K. Kt. P. at its fourth square. (a)

1.

Wh. The K. at his third square.

Bl. The K. at his fourth square.

2.

Wh. The K. at his B. third square.

Bl. The K. at his B. fourth square.

3.

Wh. The K. at his Kt. third square.

Bl. The K. at his fourth square. (b)

N O T E S.

(a) In this position, if the Black were to play first, the White would win the game.

(b) Had he played his King to his Bishop's third square, he would have lost the game, by your advancing your King towards his Pawn.

4.

Wh. The K. at his Kt. fourth square.

Bl. The K. at his B. third square.

5.

Wh. The K. at his Kt. third square.

Bl. The K. at his fourth square. (*c*)

6.

Wh. The K. at his B. third square.

Bl. The K. at his B. fourth square. (*d*)

N O T E S.

(*c*) Had he played his King to his Bishop's fourth square, you would have got again the move over him ; which would have given you the game.

(*d*) As he does not push his Pawn, nor give you leave to take the place opposite to his King, it must be a drawn game.

OBSERVATIONS

ON THE

ENDS of PARTIES.

A SINGLE Pawn cannot win, if the adverse King is placed in opposition to it.

A single Pawn may win, if the King is before the Pawn.

Two Pawns against one must win, almost in all cases: but he that has the two Pawns, must avoid changing one of them with the adversary's Pawn.

A Pawn, and any Piece whatsoever, must win in all cases, the two Rooks Pawns only excepted; where the Bishop must be of the same colour with the square at which the Pawn may make a Queen: for if the Bishop is of another colour, it is then a drawn game.

Two Knights alone cannot mate.

Two Bishops alone may mate.

A Rook, against a Knight, makes a drawn game.

A Rook, against a Bishop, makes a drawn game.

A Rook and a Knight, against a Rook, makes a drawn game.

A Rook and a Bishop, against a Queen, makes a drawn game.

A Rook and a Knight, against a Queen, makes a drawn game.

A Queen, against a Bishop and a Knight, may win the game.

A Rook, against a Bishop and two Pawns, makes a drawn game.

A Rook, against one Knight and two Pawns, makes a drawn game, because, in either case, he who has only the Rook cannot be hindered sacrificing it for the two Pawns.

A Queen, against one Rook and two Pawns, makes a drawn game.

The Laws or Constitutions of a Game are originally established, either to prevent or decide contests; because, by defining what is in itself indefinite, by determining that which, without any explanation, would be uncertain, they put an end to all obstinacy and dispute. These statutes, founded at first in reason, consecrated afterwards by custom, confirmed at length by the practice of the best players, and the approbation of the most illustrious authors, may be reduced to the XVII following Rules, which the Society or Club of Chefs in England have adopted for their code.

R U L E S.

I.

TH E Chers-board must be turned in such a manner, that both players may have the white square at their right hands.

II.

He that gives a Piece is supposed to have the move, unless it be agreed otherwise. In games without odds, lots must be cast for the move, which afterwards becomes alternate.

III.

If a Pawn or Piece has been forgotten at the beginning of the game, it will be in the adversary's choice, either to begin the game afresh, or to go on, permitting nevertheless the Piece forgotten to be again set in its place.

IV.

If it is agreed to give the advantage of a Piece, or a Pawn, and it has been forgotten at the beginning of a game, it will be left to the choice of him who has suffered by such a mistake, to go on with the game, or to begin it again.

V.

A Piece once touched must be played, unless it is said, in touching it, *f'adoube*: but if by chance it is displaced or overturned, it will be allowed to put it right, and set it again in its place.

VI.

If you touch one of your adversary's Pieces without saying *J'adoube*, he has a right to oblige you to take it; and in case it was not takeable, you, who have touched it, must play your King if you can.

VII.

When one has quite left a Piece, he cannot take it again, to play to another place; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.

VIII.

Whoever makes a false move, must play his King, as in Rule VI. but no false move can be recalled after the adversary's next move: so the position must remain, as if such irregular move, not revoked in time, had been just.

IX.

Every Pawn which has reached the eighth or last square of the chess-board, is entitled to make a Queen, or any other Piece that shall be thought proper; and this, even when all the Pieces remain on the chess-board.

X.

Any Pawn has the privilege of advancing two squares, at its first move: but, in this case, it may, in passing, be taken by any Pawn which might have taken it if it had been pushed but one move.

XI.

The King, when he castles, can only go beyond two squares, that is, the Rook with which he castles must take its place next to the King; and this last, leaping over, will be posted on the other side of the Rook. (a)

XII.

The King cannot castle when in check, nor after having been moved, nor if in passing he was exposed to a check, nor with a Rook which has been removed from its place: and he that castles when he should not do it, must play his Rook touched, or his King, at his own choice.

XIII.

If a player gives check without warning, the adversary will not be bound to ward it off; and he may consequently play as if such check did not exist: but if the first, in playing the next move, were to say, *Check*, each must then come back from his last move, as being false, and he that is under check is to take it off.

XIV.

If the adversary warns you of a check, with-

(a) The old way of castling in several countries, and which still subsists in some, was to leave to the player's disposal all the interval between the King and the Rook, inclusively, to place therein these two Pieces.

out however giving it, and you in consequence touch either your King, or any other piece, you will then be allowed to retract your move so long as your adversary has not yet made his next move.

XV.

If any one touches a piece which he cannot play without giving check, he must then play his King; and if his King cannot be played, the fault is of no consequence.

XVI.

When one has nothing else to play, and his King being out of check cannot stir without coming to a check, then the game is stale-mate. In England, he whose King is stale-mate wins the game (*b*); but in France, and several other countries, the stale-mate is a drawn game.

XVII.

At all the conclusions of parties, when a player seems not to know how to give the difficult mates, as that of a Knight and a Bishop against the King, that of a Rook and a Bishop against a Rook, &c. at the adversary's request, fifty moves on either side must be appointed for the end of the game: these moves being over, it will be a drawn game.

(*b*) This rule is grounded on the decision of several authors; particularly, it is to be found in the edition of the *Calabrois*, printed in London in the year 1656.

MR. PHILIDOR being of opinion that an entire collection of the games he has played without looking over the Chefs-board would not be of any service to the lovers of the game, he will only publish a few parties he has played against three players at once, subjoining thereto the names of his respectable adversaries, in order to prove and transmit to posterity *a fact* that future ages might otherwise entertain some doubts of.

The following Account appeared in the London News-papers, the 9th of May, 1783:

“Yesterday, at the Chefs-club in St. James’s Street, Mr. Philidor performed one of those wonderful exhibitions for which he is so much celebrated. He played at the same time three different games, without seeing either of the tables. His opponents were Count Bruhl, Mr. Bowdler, and Mr. Maseres. To those who understand chess, this exertion of Mr. Philidor’s abilities must appear one of the greatest of which the human memory is susceptible. He goes through it with astonishing accuracy, and often corrects mistakes in those who have the board before them. Mr. Philidor sits with his back to the tables, and some gentleman present, who takes his part, informs him of the move of his antagonist, and then, by his directions, plays his Pieces as he dictates.”

In the triple party before mentioned, Mr. Philidor gave the move to Count Bruhl and Mr. Bowdler, and the advantage of a Pawn and the move to Mr. Maferes: the moves have been played alternately.

Count BRUHL's Party.

1.

Wh. The K. P. two moves.

Bl. The same.

2.

Wh. The K. B. at his Q. B. fourth square.

Bl. The Q. B. P. one move.

3.

Wh. The Q. at her K. second square.

Bl. The Q. P. one move.

4.

Wh. The Q. B. P. one move.

Bl. The K. B. P. two moves.

5.

Wh. The Q. P. one move.

Bl. The K. Kt. at his B. third square.

6.

Wh. The K. P. takes the B. P.

Bl. The Q. B. retakes the K. P.

7.

Wh. The Q. P. one move.

Bl. The K. P. one move.

8.

Wh. The Q. B. at the adverse K. Kt. fourth square.

Bl. The Q. P. one move.

9.

Wh. The K. B. at the Q. Kt. third square.

Bl. The K. B. at his Q. third square.

10.

Wh. The Q. Kt. at his Q. second square:

Bl. The same.

11.

Wh. The K. R. P. one move.

Bl. The same.

12.

Wh. The Q. B. at his K. third square.

Bl. The Q. at her K. second square.

13.

Wh. The K. B. P. two moves.

Bl. The K. R. P. one move.

14.

Wh. The Q. B. P. one move.

Bl. The Q. R. P. one move.

K 3

15.

Wh. The Q. B. P. takes the P.

Bl. The Q. B. P. retakes the P.

16.

Wh. The Q. at her K. B. second square.

Bl. The K. castles with his R.

17.

Wh. The K. Kt. at his K. second square.

Bl. The Q. Kt. P. two moves.

18.

Wh. The K. castles with his R.

Bl. The Q. Kt. at his third square.

19.

Wh. The K. Kt. at his third square.

Bl. The K. Kt. P. one move.

20.

Wh. The Q. R. at its B. own square.

Bl. The Q. Kt. at the Q. B. adverse fourth square.

21.

Wh. The K. Kt. takes the Q. B.

Bl. The K. Kt. P. retakes the Kt.

22.

Wh. The Q. gives check at the K. Kt. third square.

Bl. The Q. covers the check.

23.

Wh. The Q. takes the Q.

Bl. The K. retakes the Q.

24.

Wh. The K. B. takes the Q. Kt.

Bl. The Q. Kt. P. retakes the B.

25.

Wh. The K. Kt. P. one move.

Bl. The Q. R. at its Kt. own square.

26.

Wh. The Q. Kt. P. one move.

Bl. The K. B. at the adverse Q. R. third square.

27.

Wh. The Q. R. at its Q. B. second square.

Bl. The Q. Kt. P. takes the adverse Q. Kt. P.

28.

Wh. The Q. R. P. retakes the P.

Bl. The K. R. at the Q. B. own square.

29.

Wh. The Q. R. takes the K. R.

Bl. The R. retakes the R.

30.

Wh. The R. at the Q. R. own square.

Bl. The B. at the adverse Q. Kt. fourth square.

K 4

31.

Wh. The R. takes the adverse Q. R. P.

Bl. The R. at the adverse Q. B. third square.

32.

Wh. The K. at his B. second square.

Bl. The R. at the adverse Q. third square.

33.

Wh. The R. at its Q. R. second square.

Bl. The B. takes the Kt.

34.

Wh. The R. retakes the B.

Bl. The R. takes the Q. Kt. P.

35.

Wh. The R. at the Q. B. second square.

Bl. The K. R. P. one move.

36.

Wh. The R. gives check at the adverse Q. B. second square.

Bl. The K. at his Kt. third square.

37.

Wh. The K. Kt. P. takes the R. P.

Bl. The Kt. at his R. fourth square.

38.

Wh. The R. at the adverse Q. second square.

Bl. The Kt. takes the K. B. P.

39.

Wh. The B. takes the Kt.

Bl. The R. gives check at the adverse K. B.
third square.

40.

Wh. The K. at his Kt. second square.

Bl. The R. takes the B.

41.

Wh. The R. takes the Q. P.

Bl. The R. at the adverse K. B. third square.

42.

Wh. The R. at the adverse Q. own square.

Bl. The R. at the adverse Q. third square.

43.

Wh. The Q. P. one move.

Bl. The K. B. P. one move.

44.

Wh. The Q. P. one move.

Bl. The R. gives check at the adverse Q.
second square.

45.

Wh. The K. at his own B. square.

Bl. The K. at his B. second square.

46.

Wh. The K. R. P. one move.

Bl. The K. P. one move.

47.

Wh. The K. R. P. one move.

Bl. The K. B. P. one move, and won the game.

Mr. BOWDLER's Party.

1.

Wh. The K. P. two moves.

Bl. The Q. B. P. two moves.

2.

Wh. The K. B. at his Q. B. fourth square.

Bl. The K. P. one move.

3.

Wh. The Q. at her K. second square.

Bl. The Q. Kt. at his B. third square.

4.

Wh. The Q. B. P. one move.

Bl. The Q. R. P. one move.

5.

Wh. The Q. R. P. two moves.

Bl. The Q. Kt. P. one move.

6.

Wh. The K. B. P. two moves.

Bl. The Q. P. one move.

7.

Wh. The K. Kt. at his B. third square .

Bl. The K. Kt. at his K. second square

8.

Wh. The K. B. at his Q. R. second square

Bl. The K. Kt. P. one move.

9.

Wh. The Q. P. one move.

Bl. The K. B. at his Kt. second square.

10.

Wh. The Q. B. at his K. third square.

Bl. The Q. P. one move.

11.

Wh. The Q. Kt. at his Q. second square.

Bl. The K. castles.

12.

Wh. The K. castles with his R.

Bl. The K. B. P. two moves.

13.

Wh. The K. P. one move.

Bl. The K. R. P. one move.

14.

Wh. The Q. P. one move.

Bl. The Q. B. P. one move.

15.

Wh. The Q. Kt. P. two moves.

Bl. The Q. Kt. P. one move.

16.

Wh. The K. B. at his Q. Kt. square.

Bl. The Q. B. at his Q. second square.

17.

Wh. The K. B. at his Q. B. second square.

Bl. The Q. at her B. second square.

18.

Wh. The K. R. P. one move.

Bl. The K. at his R. second square.

19.

Wh. The K. at his R. second square.

Bl. The Q. Kt. at his R. second square.

20.

Wh. The K. Kt. P. two moves.

Bl. The Q. Kt. P. takes the Q. R. P.

21.

Wh. The K. B. retakes the Q. Kt. P.

Bl. The Q. Kt. at its fourth square.

22.

Wh. The K. B. takes the Q. Kt.

Bl. The Q. B. retakes the B.

23.

Wh. The K. R. at its Kt. own square.

Bl. The same.

24.

Wh. The K. R. at his K. Kt. third square.

Bl. The Q. R. P. one move.

25.

Wh. The Q. Kt. P. takes the Q. R. P.

Bl. The Q. R. retakes the P.

26.

Wh. The K. R. at its K. Kt. own square.

Bl. The K. R. at its Q. R. own square.

27.

Wh. The Q. R. takes the R.

Bl. The Q. retakes the R.

28.

Wh. The R. at the Q. B. own square.

Bl. The Q. at the adverse Q. R. third square.

29.

Wh. The Q. Kt. at his K. B. own square.

Bl. The Q. at the adverse Q. Kt. third square.

30.

Wh. The Q. at her own square.

Bl. The R. gives check at the adverse Q. R. second square.

31.

Wh. The B. covers the check at his Q. second square.

Bl. The Q. takes the Q.

32.

Wh. The R. retakes the Q.

Bl. The B. at the adverse Q. R. fourth square.

33.

Wh. The R. at its Q. Kt. own square.

Bl. The Q. B. at the adverse Q. Kt. third square.

34.

Wh. The K. at his Kt. third square.

Bl. The Kt. at his Q. B. third square.

35.

Wh. The Q. Kt. at his K. third square.

Bl. The K. B. at his own square.

36.

Wh. The Q. B. at his own square.

Bl. The K. B. at the adverse Q. R. third square.

37.

Wh. The K. R. P. one move.

Bl. The K. B. takes the B.

38.

Wh. The R. retakes the B.

Bl. The Kt. at its Q. second square.

39.

Wh. The K. R. P. one move.

Bl. The R. at the adverse K. second square.

40.

Wh. The R. at his K. own square.

Bl. The R. takes the R.

41.

Wh. The K. Kt. retakes the R.

Bl. The K. B. P. takes the P.

42.

Wh. The K. retakes the P.

Bl. The Kt. at his K. B. fourth square.

43.

Wh. The Q. Kt. takes the Kt.

Bl. The K. Kt. P. retakes the Kt. and gives check.

44.

Wh. The K. at his Kt. third square.

Bl. The B. at the adverse Q. own square.

45.

Wh. The Kt. at his K. B. third square.

Bl. The B. takes the Kt.

46.

Wh. The K. retakes the B.

Bl. The K. at his Kt. second square.

47.

Wh. The K. at his third square.

Bl. The K. at his B. second square.

48.

Wh. The K. at his Q. second square.

Bl. The K. at his second square.

49.

Wh. The K. at his Q. B. second square.

Bl. The K. at his Q. second square.

50.

Wh. The K. at his Q. Kt. second square.

Bl. The K. at his Q. B. third square.

51.

Wh. The K. at his Q. R. third square.

Bl. The K. at his Q. Kt. fourth square, and
makes a drawn game.

Mr. MASERES' Party,

When he had received the K. B. P. and the move.

1.

Wh. The K. P. two moves.

Bl. The K. Kt. at his R. third square.

2.

Wh. The Q. P. two moves.

Bl. The K. Kt. at his B. second square.

3.

Wh. The K. B. at his Q. third square.

Bl. The K. P. one move.

4.

Wh. The K. Kt. at his B. third square.

Bl. The Q. P. two moves.

5.

Wh. The K. P. one move.

Bl. The Q. B. P. two moves.

6.

Wh. The Q. B. P. one move.

Bl. The Q. Kt. at his B. third square.

7.

Wh. The Q. B. at his K. third square.

Bl. The Q. Kt. P. one move.

8.

Wh. The K. B. at the adverse Q. Kt. fourth square.

Bl. The Q. B. at his Q. second square.

9.

Wh. The Q. R. P. two moves.

Bl. The Q. R. P. one move.

10.

Wh. The K. B. at his Q. third square.

Bl. The K. Kt. P. one move.

11.

Wh. The K. castles.

Bl. The Q. at her B. second square.

12.

Wh. The Q. at her K. second square.

Bl. The Q. B. P. one move.

13.

Wh. The K. B. at his Q. B. second square.

Bl. The Q. R. at its Kt. own square.

14.

Wh. The Q. Kt. at his R. third square.

Bl. The K. B. at his K. second square.

15.

Wh. The K. R. P. one move.

Bl. The K. castles with his R.

16.

Wh. The K. Kt. at his R. second square.

Bl. The Q. Kt. P. one move.

17.

Wh. The Q. R. P. takes the P.

Bl. The Q. R. P. retakes the P.

18.

Wh. The Q. at the K. Kt. fourth square.

Bl. The K. at his Kt. second square.

19.

Wh. The K. B. P. two moves.

Bl. The K. Kt. at his R. third square.

20.

Wh. The Q. at the K. Kt. third square.

Bl. The K. Kt. at the K. B. fourth square.

21.

Wh. The K. B. takes the Kt.

Bl. The K. R. retakes the B.

22.

Wh. The Q. at the K. B. third square.

Bl. The Q. Kt. P. one move.

23.

Wh. The Q. B. P. takes the P.

Bl. The Kt. retakes the P.

24.

Wh. The K. Kt. P. two moves.

Bl. The K. R. at his B. own square.

25.

Wh. The Q. at the K. Kt. second square.

Bl. The Kt. at the adverse Q. third square.

26.

Wh. The Q. B. at his own square.

Bl. The Q. at her Kt. third square.

27.

Wh. The Q. Kt. at his Q. B. second square.

Bl. The Kt. takes the Q. B.

28.

Wh. The Q. R. retakes the Kt.

Bl. The Q. takes the Q. Kt. P.

29.

Wh. The Q. Kt. at his K. third square.

Bl. The Q. takes the Q.

30.

Wh. The K. retakes the Q.

Bl. The Q. R. at the adverse Q. Kt. third square.

31.

Wh. The K. R. at his B. third square.

Bl. The Q. R. at the adverse Q. third square.

32.

Wh. The Q. R. at its Q. own square.

Bl. The Q. B. at the adverse Q. R. fourth square.

33.

Wh. The Q. R. takes the R.

Bl. The Q. B. P. retakes the R.

34.

Wh. The K. Kt. at his B. own square.

Bl. The K. B. at the adverse Q. Kt. fourth square.

35.

Wh. The R. at its K. B. second square.

Bl. The K. B. at the adverse Q. B. third square.

36.

Wh. The R. at the Q. R. second square.

Bl. The Q. B. at the adverse Q. Kt. third square.

37.

Wh. The R. at his K. B. second square.

Bl. The K. B. takes the Q. P.

38.

Wh. The R. at its Q. second square.

Bl. The R. takes the K. B. P.

39.

Wh. The R. takes the P.

Bl. The Q. B. at the adverse Q. B. fourth square.

40.

Wh. The Q. Kt. takes the B.

Bl. The Q. P. retakes the Kt.

41.

Wh. The R. at its K. B. third square.

Bl. The R. takes the R.

42.

Wh. The K. retakes the R.

Bl. The B. takes the K. P.

43.

Wh. The K. at his own K. fourth square.

Bl. The B. at his K. B. third square.

44.

Wh. The Kt. at his K. third square.

Bl. The Q. B. P. one move.

45.

Wh. The K. at his Q. third square.

Bl. The K. at his B. second square.

46.

Wh. The Kt. at his Q. own square.

Bl. The K. at his second square.

47.

Wh. The Kt. takes the P.

Bl. The B. takes the Kt.

48.

Wh. The K. takes the B.

Bl. The K. at his Q. third square.

49.

Wh. The K. at his Q. fourth square.

Bl. The K. P. one move and gives check.

50.

Wh. The K. at his own fourth square.

Bl. The K. at his own third square.

51.

Wh. The K. R. P. one move.

Bl. The same.

52.

Wh. The K. at his own third square.

Bl. The K. at his Q. fourth square.

53.

Wh. The K. at his Q. third square.

Bl. The K. P. one move, and gives check.

54.

Wh. The K. at his own third square.

Bl. The K. at his own fourth square.

55.

Wh. The K. Kt. P. one move.

Bl. The K. R. P. one move.

56.

Wh. The K. at his own second square.

Bl. The K. at the adverse K. B. fourth square.

57.

Wh. The K. at his own B. second square.

Bl. The K. at the adverse K. Kt. fourth square.

58.

Wh. The K. at his own third square.

Bl. The K. takes the K. R. P.

59.

Wh. The K. takes the P.

Bl. The K. takes the K. Kt. P. and wins the game.

Another Match, played at the Chess-club, the 10th of May, 1788, against Count Bruhl, Mr. Nowell, and Mr. Leycester.—Mr. Nowell and Mr. Leycester received the odds of the Pawn and the move, and Count Bruhl only the move.

Party of Count BRUHL.

1.

Wh. The K. P. two moves.

Bl. The same.

2.

Wh. The K. B. P. two moves.

Bl. The K. P. takes the P.

3.

Wh. The K. Kt. at his B. third square.

Bl. The K. Kt. P. two moves.

4.

Wh. The K. B. at his Q. B. fourth square.

Bl. The K. B. at his Kt. second square,

5.

Wh. The K. R. P. two moves.

Bl. The K. R. P. one move.

6.

Wh. The K. R. P. takes the P.

Bl. The K. R. P. retakes the P.

7.

Wh. The R. takes the R.

Bl. The K. B. retakes the R.

8.

Wh. The Q. P. two moves.

Bl. The K. Kt. P. one move.

9.

Wh. The Q. B. takes the K. P.

Bl. The K. Kt. P. takes the Kt.

10.

Wh. The Q. takes the Kt. P.

Bl. The Q. at her K. second square.

11.

Wh. The Q. B. P. one move.

Bl. The K. Kt. at his B. third square.

12.

Wh. The Kt. at his Q. second square.

Bl. The Q. P. two moves.

13.

Wh. The K. B. at his Q. third square.

Bl. The Q. P. takes the P.

14.

Wh. The Kt. retakes the P.

Bl. The K. Kt. takes the Kt.

15.

Wh. The Q. takes the Kt.

Bl. The Q. takes the Q.

16.

Wh. The B. takes the Q.

Bl. The Q. B. P. one move.

17.

Wh. The K. at his Q. second square.

Bl. The Q. B. at his K. third square.

18.

Wh. The Q. Kt. P. one move.

Bl. The Kt. at his Q. second square.

19.

Wh. The R. at the K. R. own square.

Bl. The K. B. at his own third square.

20.

Wh. The K. at his Q. B. second square.

Bl. The K. castles.

21.

Wh. The Q. B. at the adverse Q. third square.

Bl. The Kt. at the Q. Kt. third square.

22.

Wh. The Q. B. at the adverse Q. B. fourth square.

Bl. The K. at the Q. B. second square.

23.

Wh. The R. at the adverse K. R. second square.

Bl. The R. at the K. R. own square.

24.

Wh. The Q. B. P. one move.

Bl. The R. takes the R.

25.

Wh. The K. B. takes the R.

Bl. The Kt. at his Q. second square.

26.

Wh. The K. at his Q. third square.

Bl. The Kt. takes the B.

27.

Wh. The Q. P. retakes the Kt.

Bl. The K. B. at his K. second square.

28.

Wh. The Q. Kt. P. one move.

Bl. The Q. R. P. one move.

29.

Wh. The Q. R. P. one move.

Bl. The K. B. P. two moves.

30.

Wh. The B. at the adverse K. Kt. third square.

Bl. The K. at his Q. second square.

31.

Wh. The B. at the adverse K. R. fourth square.

Bl. The K. B. at his K. Kt. fourth square.

32.

Wh. The B. at his Q. own square.

Bl. The K. B. at the adverse Q. B. own square.

33.

Wh. The B. at his Q. R. fourth square.

Bl. The K. B. takes the Q. R. P.

34.

Wh. The K. at his Q. B. third square.

Bl. The K. B. at the adverse Q. B. own square.

35.

Wh. The B. at his Q. own square.

Bl. The K. B. at the adverse K. B. fourth square.

36.

Wh. The K. at his Q. fourth square.

Bl. The K. at his second square.

37.

Wh. The Q. Kt. P. one move.

Bl. The K. at the K. B. third square.

38.

Wh. The B. at the K. B. third square.

Bl. The Q. B. at his Q. second square.

39.

Wh. The Q. Kt. P. one move.

Bl. The K. B. at his K. Kt. fourth square.

40.

Wh. The B. at his Q. own square.

Bl. The K. B. at the adverse K. R. fourth square.

41.

Wh. The K. at his third square.

Bl. The K. at his fourth square.

42.

Wh. The B. at his K. B. third square.

Bl. The K. B. at his K. second square.

43.

Wh. The K. at his Q. third square.

Bl. The K. B. takes the P.

44.

Wh. The K. at his Q. B. third square.

Bl. The K. B. takes the P.

45.

Wh. The K. at his Q. Kt. third square.

Bl. The K. at the adverse Q. fourth square,
and wins the game.

Mr. NOWELL's Party.

I.

Wh. The K. P. two moves.

Bl. The K. Kt. at his K. R. third square.

2.

Wh. The K. B. at the Q. B. fourth square.

Bl. The K. P. one move.

3.

Wh. The Q. P. one move.

Bl. The K. Kt. at his K. B. second square.

4.

Wh. The K. B. P. two moves.

Bl. The Q. P. two moves.

5.

Wh. The K. B. at his Q. Kt. third square.

Bl. The K. B. at his Q. B. fourth square.

6.

Wh. The K. Kt. at his K. B. third square.

Bl.^c The K. castles.

7.

Wh. The K. P. one move.

Bl. The Q. B. P. one move.

8.

Wh. The Q. P. one move.

Bl. The K. B. at his Q. Kt. third square.

9.

Wh. The Q. R. P. one move.

Bl. The Q. at her K. second square.

10.

Wh. The K. castles with his R.

Bl. The Q. B. P. one move.

11.

Wh. The Q. B. P. one move.

Bl. The Q. Kt. at his B. third square.

12.

Wh. The Q. B. at his K. third square.

Bl. The Q. B. at his Q. second square.

13.

Wh. The Q. at her K. second square.

Bl. The K. Kt. P. one move.

14.

Wh. The K. B. at his Q. B. second square.

Bl. The K. Kt. at his R. third square.

15.

Wh. The Q. Kt. at his Q. second square.

Bl. The K. Kt. at his B. fourth square.

16.

Wh. The K. R. at his B. second square.

Bl. The K. Kt. takes the B.

17.

Wh. The Q. retakes the Kt.

Bl. The Q. R. at his B. own square.

18.

Wh. The Q. Kt. at his third square.

Bl. The Q. B. P. takes the P.

19.

Wh. The Q. Kt. retakes the P.

Bl. The Q. Kt. takes the Kt.

20.

Wh. The K. Kt. retakes the Kt.

Bl. The Q. R. at the adverse Q. B. fourth square.

21.

Wh. The Q. R. at its Q. own square.

Bl. The Q. R. at his Q. B. own square.

22.

Wh. The K. R. P. one move.

Bl. The K. R. at his B. second square.

23.

Wh. The K. at his R. second square.

Bl. The Q. R. at its K. B. own square.

24.

Wh. The Q. at the K. Kt. third square.

Bl. The K. B. at his Q. own square.

25.

Wh. The Q. R. at its K. B. own square.

Bl. The Q. Kt. P. two moves.

26.

Wh. The Q. at her K. third square.

Bl. The Q. R. P. two moves.

27.

Wh. The K. R. at his B. third square.

Bl. The K. R. at his Kt. second square.

28.

Wh. The Q. at her second square.

Bl. The K. B. at his Q. B. second square.

29.

Wh. The K. B. at his Q. third square.

Bl. The Q. R. at its Kt. own square.

30.

Wh. The K. at his own R. square.

Bl. The K. Kt. P. one move.

31.

Wh. The K. R. at his Kt. third square.

Bl. The K. Kt. P. takes the K. B. P.

32.

Wh. The K. R. takes the R.

Bl. The Q. retakes the R.

33.

Wh. The R. takes the P.

Bl. The Q. takes the K. P.

34.

Wh. The R. gives check at the K. Kt. fourth square.

Bl. The K. at his R. own square.

35.

Wh. The Kt. at the K. B. third square.

Bl. The Q. at her K. B. third square.

36.

Wh. The R. at the K. R. fourth square.

Bl. The K. at his Kt. own square.

37.

Wh. The B. takes the R. P. and gives check.

Bl. The K. at his Kt. second square.

38.

Wh. The K. B. at his Q. third square.

Bl. The R. at the K. R. own square.

39.

Wh. The R. at the K. Kt. fourth square, and gives check.

Bl. The K. at his B. own square.

40.

Wh. The Q. at her K. third square.

Bl. The K. at his own square.

41.

Wh. The R. at the adverse K. Kt. third square.

Bl. The Q. at the adverse K. B. fourth square.

42.

Wh. The Q. at the adverse Q. B. fourth square.

Bl. The K. at his Q. own square.

43.

Wh. The R. at the adverse K. Kt. second square.

Bl. The Q. at her third square.

44.

Wh. The Q. at her K. third square.

Bl. The R. at the K. B. own square.

45.

Wh. The Q. at the adverse K. Kt. fourth square, and gives check.

Bl. The K. at his Q. B. own square.

46.

Wh. The Q. at her second square.

Bl. The K. P. one move.

47.

Wh. The R. at the adverse K. Kt. third square.

Bl. The Q. B. at his K. third square.

48.

Wh. The Q. at the adverse K. R. third square.

Bl. The R. at its K. own square.

49.

Wh. The B. takes the Q. Kt. P.

Bl. The R. at his K. second square.

50.

Wh. The Q. at the adverse K. R. own square,
and gives check.

Bl. The K. at his Q. Kt. second square.

51.

Wh. The R. at the adverse K. Kt. fourth
square.

Bl. The K. P. one move.

52.

Wh. The Kt. at the adverse K. fourth square.

Bl. The K. at his Q. Kt. third square.

53.

Wh. The Q. R. P. one move.

Bl. The K. P. one move.

54.

Wh. The K. Kt. at his K. B. third square.

Bl. The Q. B. at his Q. second square.

55.

Wh. The Q. at her fourth square, and gives
check.

Bl. The Q. at her Q. B. fourth square.

56.

Wh. The Q. takes the Q.

Bl. The K. retakes the Q.

57.

Wh. The B. takes the B.

Bl. The K. P. one move.

58.

Wh. The K. Kt. at his K. own square.

Bl. The R. takes the B.

59.

Wh. The K. at his Kt. own square.

Bl. The R. at his K. B. second square.

60.

Wh. The Kt. at his K. B. third square.

Bl. The R. takes the Kt. and wins the game.

Mr. LEYCESTER's Party.

1.

Wh. The K. P. two moves.

Bl. The Q. B. P. two moves.

2.

Wh. The Q. at the adverse K. R. fourth square, and gives check.

Bl. The K. Kt. P. one move.

3.

Wh. The Q. takes the Q. B. P.

Bl. The Q. Kt. at his B. third square.

4.

Wh. The Q. B. P. one move.

Bl. The K. P. two moves.

5.

Wh. The Q. at her K. third square.

Bl. The K. Kt. at his B. third square.

6.

Wh. The K. R. P. one move.

Bl. The Q. P. two moves.

7.

Wh. The K. P. takes the P.

Bl. The K. Kt. retakes the P.

8.

Wh. The Q. at her K. second square.

Bl. The K. Kt. at the adverse K. B. fourth square.

9.

Wh. The Q. at her K. B. third square.

Bl. The K. B. at his R. third square.

10.

Wh. The K. B. at the adverse Q. Kt. fourth square.

Bl. The K. castles with his R.

11.

Wh. The Q. at her K. fourth square.

Bl. The Q. B. at the K. B. fourth square.

12.

Wh. The Q. at her Q. B. fourth square, and gives check.

Bl. The K. at his R. own square.

13.

Wh. The Q. at her K. B. own square.

Bl. The Q. B. at the adverse Q. third square.

14.

Wh. The K. B. takes the Q. B.

Bl. The K. Kt. retakes the B. and gives check.

15.

Wh. The K. at his second square.

Bl. The K. R. takes the K. B. P. and gives check.

16.

Wh. The Q. takes the K. R.

Bl. The K. Kt. takes the Q.

17.

Wh. The K. takes the Kt.

Bl. The Q. at the adverse Q. third square.

18.

Wh. The K. Kt. at his K. second square.

Bl. The R. at its K. B. own square, and gives check.

19.

Wh. The K. at his own square.

Bl. The K. P. one move.

20.

Wh. The K. R. at the K. B. own square.

Bl. The R. takes the R.

21.

Wh. The K. retakes the R.

Bl. The Q. at the adverse Q. B. second square.

22.

Wh. The K. to his own square.

Bl. The Kt. at his K. fourth square.

23.

Wh. The Q. Kt. at his R. third square.

Bl. The Kt. at the adverse Q. third square,
and gives check.

24.

Wh. The K. at his B. own square.

Bl. The Q. at the adverse Q. own square,
and gives check-mate.

Chefs-club, Saturday, March 13, 1790.

Mr. Philidor played three games at once ; two without seeing the boards, and the third on looking over the table. His opponents were the Hon. H. S. Conway, Capt. Smith, and Mr. Sheldon. The game (Mr. Philidor being allowed to see the Pieces) was against Mr. Conway ; the move he gave to each of his adversaries.

Hon. H. S. CONWAY's Party.

1.

Bl. The K. P. two moves.

Wh. The same.

2.

Bl. The K. B. at his Q. B. fourth square.

Wh. The Q. B. P. one move.

3.

Bl. The Q. Kt. at his B. third square.

Wh. The K. B. at his Q. third square.

4.

Bl. The Q. P. one move.

Wh. The K. B. at his Q. B. second square.

5.

Bl. The Q. at her K. B. third square.

Wh. The Q. at her K. second square.

6.

Bl. The Q. B. at the adverse K. Kt. fourth square.

Wh. The K. Kt. at his B. third square.

7.

Bl. The K. Kt. at his K. second square.

Wh. The Q. P. one move.

8.

Bl. The K. R. P. one move.

Wh. The Q. B. at his K. third square.

9.

Bl. The K. B. at his Q. Kt. third square.

Wh. The Q. Kt. P. two moves.

10.

Bl. The K. castles with his Q. R.

Wh. The K. R. P. one move.

11.

Bl. The Q. B. takes the K. Kt.

Wh. The Q. takes the Q. B.

12.

Bl. The Q. takes the Q.

Wh. The K. Kt. P. retakes the Q.

13.

Bl. The Q. P. one move.

Wh. The Q. R. P. two moves.

14.

Bl. The K. B. P. two moves.

Wh. The K. P. takes the Q. P.

15.

Bl. The Q. R. takes the P.

Wh. The Q. R. P. one move.

16.

Bl. The K. B. takes the Q. B.

Wh. The K. B. P. retakes the B.

17.

Bl. The K. R. at his Q. own square.

Wh. The K. at his second square.

18.

Bl. The K. Kt. at his own square.

Wh. The Q. Kt. at his Q. second square.

19.

Bl. The K. Kt. at his B. third square.

Wh. The K. R. P. one move.

20.

Bl. The K. P. one move.

Wh. The K. B. P. takes the K. P.

21.

Bl. The K. Kt. retakes the P.

Wh. The Q. Kt. takes the K. Kt.

22.

Bl. The K. B. P. retakes the Kt.*Wh.* The Q. P. one move.

23.

Bl. The K. R. at his K. own square.*Wh.* The Q. R. at his K. B. own square.

24.

Bl. The Q. R. at his Q. third square.*Wh.* The Q. R. at his K. B. fourth square.

25.

Bl. The Q. Kt. P. one move.*Wh.* The Q. R. P. takes the P.

26.

Bl. The Q. R. P. retakes the P.*Wh.* The Q. R. takes the K. P.

27.

Bl. The K. R. at his B. own square.*Wh.* The Q. R. at his K. Kt. fourth square.

28.

Bl. The K. Kt. P. one move.*Wh.* The K. R. at his Kt. own square.

29.

Bl. The K. Kt. at his K. second square.*Wh.* The K. P. one move.

30.

Bl. The Q. R. at his K. B. third square.*Wh.* The K. R. at his Kt. second square.

31.

Bl. The *Q.* *R.* at the adverse *K.* *B.* third square.

Wh. The *B.* at his *Q.* third square.

32.

Bl. The *Q.* *R.* at the adverse *K.* *R.* third square.

Wh. The *K.* *R.* at his *K.* *Kt.* third square.

33.

Bl. The *Q.* *R.* takes the *R.*

Wh. The *Q.* *R.* retakes the *R.*

34.

Bl. The *R.* at the adverse *K.* *B.* fourth square.

Wh. The *K.* *P.* one move.

35.

Bl. The *R.* takes the *K.* *R.* *P.*

Wh. The *B.* takes the *K.* *Kt.* *P.*

36.

Bl. The *Kt.* takes the *B.*

Wh. The *R.* retakes the *Kt.*

37.

Bl. The *K.* at his *Q.* second square.

Wh. The *K.* at his *Q.* third square.

38.

Bl. The *R.* at the adverse *K.* *R.* own square.

Wh. The *K.* at his *Q.* *B.* fourth square.

39.

Bl. The Q. B. P. one move.

Wh. The Q. Kt. P. one move.

40.

Bl. The Q. B. P. takes the P.

Wh. The K. at the adverse Q. fourth square.

41.

Bl. The R. at the K. R. adverse third square.

Wh. The R. at the adverse K. Kt. second square, and gives check.

42.

Bl. The K. at his Q. B. own square.

Wh. The K. P. one move.

43.

Bl. The R. takes the Q. B. P.

Wh. The R. gives check at the adverse K. Kt. own square.

44.

Bl. The K. at his Q. Kt. second square.

Wh. The K. P. one move.

45.

Bl. The R. at the adverse K. third square.

Wh. The K. P. makes Q.

46.

Bl. The R. takes the Q.

Wh. The R. takes the R. and wins the game.

Mr. SHELDON's Party.

1.

Bl. The K. P. two moves.

Wh. The same.

2.

Bl. The K. B. at his Q. B. fourth square.

Wh. The Q. B. P. one move.

3.

Bl. The K. Kt. at his B. third square.

Wh. The Q. P. two moves.

4.

Bl. The K. P. takes the Q. P.

Wh. The Q. B. P. retakes the K. P.

5.

Bl. The K. B. at his Q. Kt. third square.

Wh. The Q. Kt. at his B. third square.

6.

Bl. The Q. P. two moves.

Wh. The K. P. one move.

7.

Bl. The K. Kt. at the adverse K. fourth square.

Wh. The Q. B. at his K. third square.

8.

Bl. The K. castles.

Wh. The K. B. P. one move.

9.

Bl. The K. Kt. takes the Q. Kt.

Wh. The Q. Kt. P. retakes the Kt.

10.

Bl. The K. B. P. one move.

Wh. The K. B. P. one move.

11.

Bl. The Q. B. at his K. third square.

Wh. The K. Kt. at his B. third square.

12.

Bl. The Q. Kt. at his Q. second square.

Wh. The K. B. at his Q. third square.

13.

Bl. The Q. B. P. two moves.

Wh. The K. castles.

14.

Bl. The K. B. at his Q. R. fourth square.

Wh. The Q. at her B. second square.

15.

Bl. The K. B. P. one move.

Wh. The K. Kt. at the adverse K. Kt. fourth square.

16.

Bl. The Q. at her K. second square.

Wh. The Kt. takes the B.

17.

Bl. The Q. retakes the Kt.

Wh. The Q. B. P. one move.

18.

Bl. The Kt. at his Q. Kt. third square.

Wh. The Q. P. takes the Q. B. P.

19.

Bl. The Kt. takes the Q. B. P.

Wh. The K. B. takes the Kt.

20.

Bl. The Q. P. retakes the K. B.

Wh. The Q. R. at his Q. B. own square.

21.

Bl. The Q. P. one move at the adverse
Q. B. third square,

Wh. The K. R. at its Q. own square.

22.

Bl. The K. R. at its Q. own square.

Wh. The K. R. at the adverse Q. third square.

23.

Bl. The K. R. takes the R.

Wh. The Q. B. P. retakes the R.

24.

Bl. The B. at his Q. Kt. third square,

Wh. The B. takes the B.

25.

Bl. The Q. R. P. retakes the B.

Wh. The Q. at her Kt. third square.

26.

Bl. The K. at his B. second square.

Wh. The Q. takes the Q.

27.

Bl. The K. retakes the Q.

Wh. The R. takes the P.

28.

Bl. The R. takes the P.

Wh. The R. at its Q. third square.

29.

Bl. The K. at his Q. second square.

Wh. The K. P. one move, and gives check.

30.

Bl. The K. takes the K. P.

Wh. The Q. P. one move.

31.

Bl. The R. at its Q. R. own square.

Wh. The Q. P. makes a Q. and wins the game.

Captain SMITH's Party.

1.

Bl. The K. P. two moves.

Wh. The same.

2.

Bl. The K. B. at his Q. B. fourth square.

Wh. The K. Kt. at his B. third square.

3.

Bl. The Q. P. one move.

Wh. The Q. B. P. one move.

4.

Bl. The Q. B. at the adverse K. Kt. fourth square.

Wh. The K. R. P. one move.

5.

Bl. The Q. B. takes the K. Kt.

Wh. The Q. retakes the B.

6.

Bl. The Q. Kt. at his B. third square.

Wh. The Q. Kt. P. two moves.

7.

Bl. The K. B. at his Q. Kt. third square.

Wh. The Q. R. P. two moves.

N 2

8.

Bl. The Q. R. P. one move.

Wh. The K. B. at his Q. B. fourth square.

9.

Bl. The Q. Kt. at his B. third square.

Wh. The Q. P. one move.

10.

Bl. The Q. at her second square.

Wh. The Q. B. at his K. third square.

11.

Bl. The K. B. takes the Q. B.

Wh. The K. B. P. retakes the B.

12.

Bl. The K. castles with his R.

Wh. The K. Kt. P. two moves.

13.

Bl. The K. R. P. one move.

Wh. The Kt. at his Q. second square.

14.

Bl. The K. Kt. at his K. R. second square.

Wh. The K. R. P. one move.

15.

Bl. The K. Kt. P. one move.

Wh. The K. at his second square.

16.

Bl. The K. at his Kt. second square.

Wh. The Q. P. one move.

17.

Bl. The K. B. P. one move.

Wh. The Kt. at his K. B. own square.

18.

Bl. The Q. Kt. at his K. second square.

Wh. The Kt. at his K. Kt. third square.

19.

Bl. The Q. B. P. one move.

Wh. The Q. R. at the K. Kt. own square.

20.

Bl. The Q. P. one move.

Wh. The B. at his Q. Kt. third square.

21.

Bl. The Q. P. takes the K. P.

Wh. The Q. retakes the Q. P.

22.

Bl. The Q. Kt. at his Q. fourth square.

Wh. The K. at his Q. second square.

23.

Bl. The Q. R. at his K. own square.

Wh. The K. R. P. one move.

24.

Bl. The Q. at her K. B. second square.

Wh. The B. at his Q. B. second square.

25.

Bl. The Q. Kt. at his K. second square.

Wh. The K. R. P. takes the K. Kt. P.

26.

Bl. The Q. takes the K. R. P.

Wh. The Q. takes the Q.

27.

Bl. The Q. Kt. retakes the Q.

Wh. The Kt. gives check at the adverse K. B. fourth square.

28.

Bl. The K. at his R. own square.

Wh. The K. R. takes the K. R. P.

29.

Bl. The K. R. at its K. Kt. own square.

Wh. The K. R. takes the K. Kt. and gives check.

30.

Bl. The K. takes the R.

Wh. The R. gives check at his K. R. own square.

31.

Bl. The Kt. at the adverse K. R. fourth square.

Wh. The R. takes the Kt. and gives check.

32.

Bl. The K. at his Kt. third square.

Wh. The Kt. at the adverse K. R. third square, and gives check with the B.

33.

Bl. The K. at his Kt. fourth square.

Wh. The R. at the adverse K. R. fourth square, and gives check-mate.

F I N I S.

187

31. The R. at the advent of R. R. fourth square.
W. The R. takes the R. and gives check.

32. The R. at his R. third square.
W. The R. at the advent of R. R. third square and gives check with the R.

33. The R. at his R. fourth square.
W. The R. at the advent of R. R. fourth square and gives check-mate.

F I N I S



